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# GAMESPOT GAME GUIDE: Star Trek: Armada

By Doug Radcliffe

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The background of the top half of the page is a space-themed image. It shows a blue planet with white clouds in the foreground. In the upper right corner, there is a bright yellow sun with a black 'G' in the center. Several blue energy beams or plasma trails streak across the dark blue space background.

# INTRODUCTION

**T**hough the Dominion War is over, the three major powers of the Alpha Quadrant, the Federation, the Klingons, and the Romulans, are faced with a new challenge: rebuilding for the future. While the Federation attempts to rebuild its fleet, which was decimated by the war, the Klingons, led by Chancellor Martok, hope to prevent a civil war from erupting. The Romulans, guided by the crafty Admiral Sela, continue to seek new alliances, regardless of the consequences to any current associates.

However, the fragile peace among the three races comes under strain from the Alpha Quadrant's greatest threat: The Borg.

Inside this comprehensive *Star Trek: Armada* game guide you'll find:

\*\*\* **Combat strategies for each faction:** Federation, Klingon, Romulan, and Borg combat strategies are explained in complete detail and apply to both single- and multiplayer conflicts.

\*\*\* **Complete single-player campaign walk-through:** The bulk of the game guide features complete walk-throughs for all five campaigns, which include 20 complete missions. It's here you'll find solutions for each objective and suggestions on build order, unit creation, and combat strategy.

\*\*\* **Cheat codes:** In case you're still having trouble with the campaign missions, head here for cheat codes that provide bonus dilithium and let you skip missions.





# CHAPTER 1

## Federation Combat Strategies

**T**hough layered with powerful ships and the battle-changing temporal-effect ability, the Federation lacks some of the specialized strategies of the other races. For instance, the Klingons and Romulans both have a cloaking device, and the Borg have their immense cube and assimilation power. Still, the Federation is a force to be reckoned with; its special weapons prove especially useful in large-scale skirmishes and mining-station harassment attacks.

### THE IMPORTANCE OF SCOUTING

Let's face it - the Venture class won't be a vital ship in combat situations. Cheap to produce and even easier to kill, the Venture class serves the Federation solely as an inexpensive scout. While scouting is always important (in both single- and multiplayer games), it's even more important for the Federation if you're up against either the Klingon or Romulan empire, both of which possess a cloaking device.

When playing against a Klingon or Romulan opponent, use your research facility to gain tachyon detection grid, which upgrades both the Venture-class scout and your sensor arrays with cloak detection, which is absolutely vital against an opponent who employs cloaking-device hit-and-run tactics. Position scouts or sensor arrays around the perimeter of your base, particularly in vulnerable areas and around important structures. Scout out likely attack lanes and keep an eye on your opponent's fleet movement. Furthermore, investigate dilithium moons to see whether or not your opponent defends them well or leaves them vulnerable to a quick strike attack.





## STEAMRUNNING ARTILLERY

The Steamrunner class's torpedo doesn't fare well against agile craft. It's unlikely that you'll ever want to send a fleet of Steamrunners into a full-scale battle. Since its weaponry isn't suitable against most ships (it will prove more effective against slower ships, such as the Borg cube), use the Steamrunner as a specialized craft. For instance, the Steamrunner's torpedo works well as an artillery device. Its range is greater than defensive turrets, so you can use the Steamrunners to assault your opponent's phaser and torpedo turrets before moving in the bulk of your force.

Also, the Steamrunner's engine-overload ability can quickly turn the tide in a critical skirmish. The ability, gained from the research facility, temporarily disables the engines on nearby enemy ships. While this ability is not as effective as the Nebula's shield disruptor, knocking out enemy engines can prove useful in a number of ways. For starters, the enemy won't be able to flee if you are able to get the upper hand. If he can't flee, you can blow apart the shields and then transport crew over and capture the vessel. Secondly, an immobile ship provides an easy target for the Steamrunner's torpedo weapon. Also, lure your opponent into battle near harmful anomaly, such as red or yellow nebulae and black holes. Use the Steamrunner to disable enemy engines near a black hole for an easy victory!

## MULTIFACETED DEFIANT

As with other races, the earlier ships become less useful as the game progresses into epic battles of Borg cubes, Romulan Warbirds, and impressive and powerful special weapons. However, that doesn't mean you should ignore them completely. While the Federation's Defiant class can be an excellent hit-and-run strike craft early in the game, it also features several additional, specialized uses both in the early- and late-game scenarios.

Research the Defiant class's antimatter mines to add additional protection around your base and mining stations. The Defiant-class vessel unloads the mines out its cargo hold; the mines remain stationary until an enemy ship comes within an attack radius. Once the enemy ship swoops nearby, the mines lock on and ram into the enemy vessel's hull, causing moderate damage. The mines also work well in battles, especially if you organize your Defiant group into a single preset and are able to unload the mines in a swarming attack. For instance, move your Defiant-class ships by and through your enemy's large armada of ships (or its larger ships) and unload the Defiant's powerful payload. It takes a bit of micromanagement, but it can prove effective if you follow up the blasts with concentrated firepower on the weakened enemies.





The Defiant class also serves as a relatively inexpensive turret distracter and troop transport. When engaging the bulk of the enemy base, send the Defiant-class ships in first to distract fire from enemy defensive platforms and ships. Follow closely behind with the rest of your fleet and attack the hostile ships (and turrets) while your less important vessels occupy their fire. Couple the attack with antimatter mines for even more damage potential.

Lastly, use the Defiant class to replenish crew on your more critical ships, such as the Sovereign, Akira, or Nebula class. Monitor your more powerful ships during battle, and when crew levels hover at dangerously low levels, perform a mass transport from the Defiant group and save your more important vessels.

## A WELL-PLACED TEMPORAL DISTORTION

Though expensive to acquire, the Federation's temporal facility can shift the battle in your favor during long, grueling multiplayer battles or instant-action skirmishes. The temporal effect stops time at a designated point. Place the distortion inside an enemy fleet, and you can easily grasp its devastating benefits. Most players will likely attack from different sides or spread their starships so they aren't so crippled by the distortion; however, look for clumps of enemy units, particularly the larger vessels.

Don't hesitate to hold the temporal distortion until after the battle has already begun. You may feel the distortion is no longer a threat and attack with full force - in that case, activate the temporal effect and freeze your opponent's units. Concentrate all firepower on the larger ships for the duration of the effect.

There are other uses for the distortion. Though freezing military units is the most harmful use, you can also harass and hinder your opponent's resource units with a well-placed distortion. For instance, you've scouted and discovered a well-guarded dilithium moon. Use the distortion, then send in your troops to annihilate the mining station and freighters while the defenses lie frozen. If you pull off this maneuver, don't attack the defending ships or turrets. Go for the mining station and freighters so your opponent must use valuable resources to rebuild them.





## NEBULA CLASS'S CRITICAL ABILITIES

The Federation's Nebula class and its special abilities serve as support for your attacking ships. How you spend your dilithium, especially in aggressive games, can affect your economy and fleet strength for critical battles to come. Therefore, it's wise to plan ahead when deciding to implement the Nebula into your fleet.

The Nebula-class vessel features four special abilities, yet one should be given the highest priority in both research and implementation into your battles. The Nebula's shield disruptor disables the shields on a group of enemy ships. This allows your weaponry to immediately begin knocking down the enemy ship's crew pool (basically its health). Use the disruptor on larger ships (Borg cubes are highly vulnerable) and attempt to affect as many in a single blast as possible. Don't group your Nebula vessels together and use a disruptor collectively. Instead, micromanage the attack and use the disruptor at different spots to disable enemy shields.

The Nebula's other special weapons are useful but not quite as powerful as the disruptor. You'll get some mileage out of the gemini effect - when used on a friendly ship, it creates a double of the ship, providing additional firepower for a short amount of time. Naturally, use the gemini effect on your most powerful ships. You'll need to micromanage the gemini effect to get full success. The gemini effect could help you gain an early battle advantage, but don't expect the special weapon to turn the tide repeatedly in large-scale battles.

The point defense phaser and engineering team both help to protect friendly craft, though it's unlikely you will be able to implement either with repeated success (it requires a lot of micromanagement). For starters, the Nebula's special weapon energy is best used for attack, especially the shield disruptor, instead of for defense. Secondly, the engineering team takes an enormous amount of micromanagement to use with success. Not only must you seek out the appropriately damaged ships, but you must use the Nebula vessel and cast the ability on the specific damaged vessel.





## CHAPTER 2

### Klingon Combat Strategies

**C**loaking devices and several impressive special weapons embody the Klingon's way of the warrior. They are a combative race that prizes honor and battle above nearly all else. The Klingon special weapons require some micromanagement, but careful use can turn the tide of large-scale or small skirmishes.

## KLINGON DEATH CHANTS

The Klingon Fek'Lhr-class vessel, with its four special weapons, operates much like the Federation's Nebula-class starship or the Borg Diamond. One of the Fek'Lhr's most useful abilities is its death chant. Used much like bloodlust from the classic real-time strategy game Warcraft II, death chant improves the rate of fire and crew effectiveness for any friendly ships within its area-effect range. Research death chant as soon as possible if you plan to attack early and often, particularly if you plan to employ hit-and-run harassment attacks to enemy mining stations or small outposts.

Death chant works well because it provides an advantage to your attack force without the need for additional ships. The effect doesn't last long, so you should hold off using death chant until the battle has nearly begun. With death chant active, concentrate your fire on the toughest hostile targets. Your increased rate of fire will rip through the larger targets, and the improved crew will repair damaged shields and ship systems more quickly. The combination of offensive and defensive power-ups should provide the boost you need to overcome defense forces and small conflicts. Don't expect the death chant to overcome a significantly greater force nor be overwhelmingly effective in large-scale battles.





The Fek'Lhr's other special abilities work well, but none reach the death chant's effectiveness in ship-to-ship battles. Use the Fek'Lhr's ion storm against structures and slower craft. Since the ion storm has a limited radius, enemy ships can simply escape its effects. The ion storm works well if you plan to assault your opponent's perimeter positions, particularly mining stations. It will slow your opponent's production and let you get a foothold in his or her territory.

The energy dissipator and repulsion wave both prove effective but should be saved for specific opponents or situations. If your opponent relies heavily on special ship abilities, the energy dissipator can be an excellent counter - it drains enemy ships of special weapon energy. The repulsion wave pushes enemy ships back and can even disable engines. Lure your opponent into a battle near a black hole or harmful nebula and use the repulsion wave to cause extreme environmental damage.

## APPLYING THE COMMANDO TEAM

The Klingon SuQ-Jagh class carries an impressive special weapon that's effective both in battle (though careful micromanagement is required) and against lightly guarded mining stations. The commando team infiltrates an enemy ship or base and instantly knocks off crew members (which basically represent health points). If the commando team knocks the crew down to zero, you can take over the ship or structure.

Keep in mind that the commando team has no effect on ship shields. If you use the commando team on an enemy vessel, you'll still have to use standard weapons (or other means) for knocking down the shields if you plan to destroy or take over the ship (unless you have enough commando teams to complete the task). Still, the commando team is an effective way of knocking off the crew of larger ships (particularly the sturdy Borg cube) and critical structures such as mining stations or even vulnerable shipyards or technology centers.

Scout your opponent's mining stations using a cloaked vessel (though expect your opponent to upgrade sensor arrays and scout ships to detect the cloak) and determine its defensive strength. For the assault, use other Klingon ships against defensive platforms or any enemy ships, and use the SuQ-Jagh and its commando team to take over the structure. Keep in mind that your opponent likely won't take the invasion sitting down. Multiplayer games often hinge on the battle for resources, and the Klingon SuQ-Jagh and its ability to take over structures more easily than other units can give the warrior race a slight edge.





## STRIKING WITH THE SHOCKWAVE

Ascending to the top of the Klingon tech tree requires patience and many full cargo loads of dilithium. Your eventual reward is the Jach'Eng-class Klingon vessel. Outfitted with the powerful shockwave, the Jach'Eng is a one-time-use vessel - but that one use can inflict an enormous amount of damage. As soon as you implement the Jach'Eng's shockwave, the ship buckles under the fierce force of the shockwave. You won't have use of the Jach'Eng once you've used the shockwave weapon.

Researching the Jach'Eng (which requires, among other things, its own structure, the shockwave station) costs a significant amount of dilithium and time and should only be considered in long, large games. If you begin pouring all your resources into obtaining the Jach'Eng as soon as possible, you may neglect defenses, base expansion, and attack ships to repel an aggressive opponent's threats. Scout your opponent well and study tendencies; if you feel your opponent is planning for quick and early strikes, then you may need to plan defense first and the shockwave later. If, though, your opponent is going defensive and holing up behind turrets and defensive platforms, you may consider rushing up the tech tree to gain use of the powerful Jach'Eng.

Either way, using the shockwave takes extreme care. Wasting the shockwave costs dilithium and loads of extra build time to construct another. Don't place the Jach'Eng inside your own armada while moving in for the attack. Bring the Jach'Eng on a flanking position so you don't envelop your own fleet in the process. Attempt to keep the Jach'Eng hidden from your opponent; the element of surprise works well and should keep your opponent from escaping the blast. Naturally the shockwave proves effective against base structures. Look for vulnerable areas of your opponent's base and use the Jach'Eng to weaken or annihilate undefended buildings.





## CHAPTER 3

### Romulan Combat Strategies

The Romulan Empire combines the power of the cloaking device with several unique special weapons to cause confusion and havoc among enemy ships. Further, the Romulans live up to their covert espionage ways with the Romulan spy, one of the most unique abilities in the game and one that can provide unlimited scouting against an unaware opponent.

## THE ROMULAN SPY

Available on the fragile Romulan Shrike-class vessel, the Romulan spy special ability lets the Romulan Empire gain critical information about an opponent's movements and fleet strength. The Romulan spy is best used early, before an opponent has a chance to research tachyon grid and deploy sensor arrays and scout ships to prevent the incursion of cloaked vessels. Most opponents of the Romulan Empire will strive to make sure spies aren't successful - either by an early ship strike or by obtaining tachyon grid as soon as possible.

Cloak the Shrike and place the Romulan spy on board an enemy ship or structure to obtain its line of sight. Placing the spy on board a mining station or freighter will let you keep an eye on its defenses and plan an attack accordingly. If you're able to get the spy on board an enemy star-base, you'll gain line of sight for all enemy vessels and structures. It's a daunting task, but if successful, you will always know enemy fleet strength and have knowledge of the main base's weak areas or lightly defended mining stations.

## CLOAKING DEVICE

The Romulans' cloaking device proves effective for early scouting and concealing the strength of your fleet. For instance, keep your powerful ships cloaked and hidden inside your base. If your





opponent decides to scout to check out the size of your fleet, your effort could bait your enemy into attacking or changing game plans. The confusion could give you the upper hand in an attack or in defense against an assault.

Most opponents against the Romulans will research tachyon grid (for detection of cloaked vessels) and lay plenty of sensor arrays around the map to prevent surprise cloaked attacks. Look for areas of your opponent's base unguarded by sensor arrays and scout ships. Attempt to eliminate the sensor arrays surrounding an enemy base so you can plan a cloaked attack. You can even use the move to confuse your opponent and conceal your next move. Destroying the sensor arrays there might cue your opponent to believe a cloaked attack is imminent from that direction. Instead, you can move your fleet in from another side and attack from there.

## THE SHADOW'S HOLO-EMITTER

The Romulan Shadow operates similar to the Federation Nebula class or Borg Diamond. The Shadow possesses four special abilities, and though each should prove useful, you should choose abilities that best suit your style of play. The Holo-Emitter often proves the most effective, particularly in games that rely on large fleet battles. Once activated, the Shadow's holo-emitter manipulates enemy ship sensors into thinking their own ships are enemy ships. The resulting confusion causes problems not only for the ship artificial intelligence in the game but also for the player attempting to control the fleet. It's extremely disorienting to witness your friendly ships morph into enemy vessels. Coupled with the damage sustained from friendly fire, the Shadow's holo-emitter provides an edge in large-scale battles where confusion already reigns supreme.

The Shadow's psychonic blast proves most effective against larger vessels, such as the Borg cube. The blast causes an enemy ship's crew to go temporarily insane; the crew members start killing each other. Taking down large vessels takes time and concentrated fire. Couple your firepower with the crew-killing power of the psychonic blast to eliminate ships more quickly.

## POWER OF THE Warbird

The Romulan Warbird-class vessel is one of the most well-rounded assault ships in the game. Not only does the Warbird feature powerful armaments and a sturdy hull, but the Warbird can be outfitted with an extremely useful special ability called the shield-inversion beam. Once activated, the Warbird drains shields directly from the enemy ship and into the Warbird's reserves. The





effect provides extra durability for the Warbird while ripping apart the enemy's shields. Combine the assault with concentrated fire on the particular vessel, and you'll destroy the craft at an accelerated rate while keeping your Warbird in tip-top shape.

Most attacks against a Romulan fleet target the Warbirds. If you're using the shield-inversion beam, keep the Warbird well-shielded while you rip apart the enemy ships. Use the beam on the most powerful enemy ships; several Warbirds aggressively draining a Borg cube proves effective. Like all Romulan ships, the Warbird possesses a cloaking device providing stealth and opportunities for sneak attacks and diversionary tactics.





# CHAPTER 4

## Borg Combat Strategies

The Borg cube stands proud as the toughest and largest ship in Star Trek: Armada. Its power comes at a hefty dilithium cost, though, meaning you likely won't have as many cubes as other race opponents have near-comparable vessels. The Borg's power lies in crafty use of its lesser vessels, the assimilator and sphere, as well as the special ability-laden Diamond. As the game progresses, the powerful cube and its holding beam play a significant role in success or failure.

### ASSIMILATION

The Borg's most unique strength comes in the form of assimilation. Two Borg vessels, the assimilator and the cube, possess the ability to bypass enemy ship shields and transfer drones on board the hostile vessel. The drones decrease the assimilator or cube's crew members but also knock down the enemy crew members at an extremely fast rate. You'll need to research special abilities to reach the potential of both ships: the auto-assimilator for the assimilator and the holding beam for the Borg cube. For pure assimilating power, the Borg cube with holding beam proves the most effective; naturally, its higher cost and requirements mean you'll have to spend a lot of resources to gain use of its impressive ability.

Assimilation provides the Borg with a distinct edge over other races. Stealing an opponent's ship not only costs your opponent valuable dilithium and build time, but also decreases your own. It's a vessel you were able to obtain basically for free and without the need of a shipyard or build time. While assimilating just one vessel might not put a dent into your opponent's resources, continuing the process in battle after battle will add up until you possess a large ship advantage (and dilithium advantage) over your weakened foe.





Once you have assimilated an enemy ship, immediately send that vessel back to your shipyard for repair and recrew. The ship will likely be running on a skeleton crew and a single weapon blast could eliminate its small drone presence and send the ship adrift. If you're far from the starbase or you feel the ship could come under attack before reaching the safe haven, simply use the transporter to send over drones from a cube or other ship. Just keep in mind that transferring crew will weaken the other vessel (though assimilation does the same thing).

Look for opportunities to assimilate enemy mining stations, dilithium freighters, and even construction ships. If you can assimilate an enemy construction ship, you can begin building your enemy's shipyards, structures, and special abilities (though naturally at a cost). Assimilation works just like capturing a vessel or structure (which all races can do), but the Borg have it much easier through the use of the assimilator and Borg cube.

## ASSIMILATOR VS. SPHERE

Though similarly priced and crewed, the Borg assimilator and sphere serve different functions and should be used in specialized situations. The assimilator works best, as its name suggests, as an assimilator. Research its auto-assimilator beam and use the ship to take over small to medium-sized enemy vessels. Be sure to keep your drone pool on board the assimilator at high levels. Failure to keep an eye on your assimilator's drone levels could cause unnecessary ship loss or even ship capture. Send the assimilator back to your shipyards for recreding or transport the drones from adjacent ships.

The assimilator isn't as effective as the sphere in ship-to-ship combat and should be supported by spheres or interceptors. Its torpedo often misses ship targets; meanwhile, the enemy ship (those equipped with phasers) can pummel the assimilator without much danger of significant retaliation.

The sphere, on the other hand, proves useful in ship-to-ship combat; its energy beam strikes enemy vessels with much more ease than the assimilator's torpedo. Furthermore, the sphere's special ability is more suited for combat situations. Research the sphere's regeneration for use in battle. Use the ability once the sphere's shields are nearly exhausted, and the drones will work quickly to repair and recharge its defenses. Obtaining regeneration is much more useful if you plan hit-and-run strikes far away from your shipyard and in cases where retreating for repair





would be counterproductive. If you keep your spheres grouped together, take care when implementing the regeneration. Micromanage the special ability and only activate regeneration on those spheres with near-destroyed shields or no shields.

## THE DIAMOND AND ULTRITIUM BURST

The Borg Diamond, with its four special abilities, operates similar to the Romulan Shadow or Federation Nebula-class starships. It's not cost-effective to research all of the Diamond's special abilities. Instead, you should focus on those that will help your game the most. The ultritium burst provides the most bang for the buck - its immense destructive power means you should have a Diamond in your attack groups as often as possible. Activate the ultritium burst near a swarm of enemy ships. The blast cripples enemy starship shields and often several subsystems. Follow up the blast with either assimilation or destruction.

The Diamond's other abilities aren't nearly as useful as the ultritium burst but could prove effective in particular situations; however, the ultritium burst should carry priority and is a near-must for any serious Borg player. Shield remodulation is the Diamond's second-most useful special ability. Use shield remodulation on Borg cubes to make them impenetrable to attack. Should your opponent fail to adjust the attack and begin assaulting other vessels, he'll have wasted a lot of firepower on the invulnerable cube while you beat down his fleet with your own ships.

## TRANSWARPING

Another unique ability for the Borg is the ability to transwarp to different areas of the map. The Borg interceptor, an inexpensive attack craft, can be outfitted with the transwarp-drive special ability. The modification lets the interceptor instantaneously move to any section you have uncovered on the map. This means you will have to scout areas first, but the transwarp drive can make quick strike attacks much easier and can allow you to send diversionary forces against an enemy base. For instance, send your interceptors toward the back of the enemy's base. Begin your attack there and hope your opponent sends over forces to engage. Meanwhile, send the bulk of your fleet through another area of the base as part of the real attack.

The Borg also possess an expensive structure known as the transwarp gate, which lies high up the technology tree. Though pricey, the transwarp gate can send entire fleets of Borg ships to areas of the map. As with the interceptor, you should use the transwarp gate to plan diversionary and flanking attacks on the main areas of the enemy base.





# CHAPTER 5

## Mission Walk-throughs

Star Trek: Armada spans four unique races and several timelines. With the Klingon Empire consumed by a traitorous warrior, the Romulans occupied with underhanded dealings, and the Federation decimated from the Dominion War, the Alpha Quadrant's greatest threat has chosen the perfect time to make another assault for assimilation and control. In this section you'll find walk-throughs for all 20 Star Trek: Armada missions. Included within are specific building, resource management, and battle strategies to help you survive.

## FEDERATION MISSIONS

Captain Picard, on board the USS Enterprise-E, encounters a Federation ship from the future, the USS Premonition, and hears of a bleak future for Earth and the Alpha Quadrant. The timing couldn't have been worse. The Dominion War took its toll on the Federation and has left the fleet unprepared against its greatest enemy of all time: the Borg.

### MISSION 1 - PREMONITIONS

Jean-Luc Picard arrives in the sector on board the Enterprise-E. Though the Dominion war is over, renegade Dominion ships, unwilling to accept the Federation-Dominion treaty, still patrol the sector, seeking Federation outposts and targets.

#### OBJECTIVE #1:

**BUILD A STARBASE. BUILD A MINING STATION. THE ENTERPRISE MUST SURVIVE.**

Orders are to secure the sector from Dominion ships and begin construction on a starbase and mining station to fortify the area. The Enterprise begins the mission on the southeastern side of the minimap. The Jem'Hadar attacks, which come later in the mission, originate from the northwestern. Position your small armada to the northwestern side of the planet and set it to guard.





Select your construction ship and move it toward the planet - starbases generate more crew when they're in close proximity to a planet. Position the construction ship above the planet and select build and then starbase. Wait patiently for your construction ship to complete the task. Once it's finished, select the construction ship and locate the dilithium moon along the eastern edge of the minimap. Move your construction ship over and build the mining station as close as possible to the moon. This cuts down on the time it takes your dilithium freighter to collect the mineral.

## OBJECTIVE #2:

DESTROY ALL DOMINION SHIPS IN THE SECTOR. THE ENTERPRISE MUST SURVIVE.

With the starbase and mining station built, sensors detect Jem'Hadar vessels in the area, likely headed toward your position. Group your three starships - select each (drag a box around them) and press Ctrl plus the number "1" key to assign the ships to group one. This lets you access the vessels at any time by simply pressing the "1" key.

As Jem'Hadar destroyers arrive, eliminate them. Concentrate all firepower on a single vessel if more than one appear. You may wish to slowly inch out toward the northwest section of the map, but if Jem'Hadar vessels attack the starbase or mining station, return quickly and eliminate them.

## OBJECTIVE #3: SAVE THE PREMONITION FROM THE BORG.

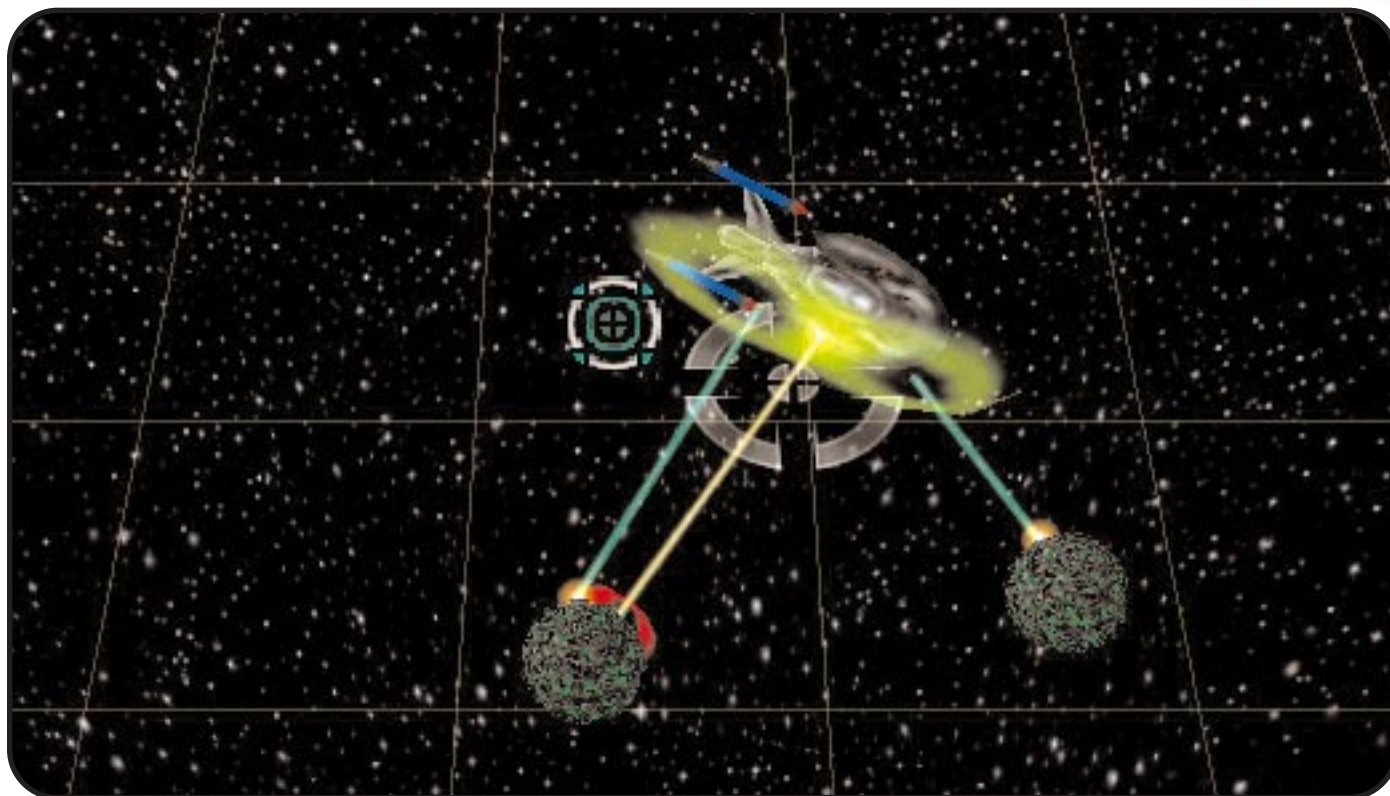
THE ENTERPRISE MUST SURVIVE. THE PREMONITION MUST SURVIVE.

Once you've cleared the area of the Jem'Hadar attack ships (just continue patrolling the area and eliminating the ships until you're interrupted by a transmission) sensors detect a temporal anomaly. A brief cutscene plays depicting a Starfleet vessel emerging from a rift in time. Two Borg spheres pursue the vessel. New orders are to save the USS Premonition from the Borg attack.

Immediately select your three ships (either by using the shortcut if you grouped them or by banding them) and proceed northwest to the blip on the minimap. If you wish, you can click there and see what the Premonition is up against. It's basically dead in space, near destruction, and being pummeled by the two spheres. When you arrive at the Borg attackers, concentrate your fire from all three ships on one sphere. Once it's destroyed, move on to the second. Don't dawdle.

Immediately intercept the Premonition's position or you will risk its destruction and mission success.





**Move quickly once the Premonition arrives. You only have a few moments before the Borg destroy the ship.**

Practice effective combat here. Pay attention to your ship's shield and hull strength. If one ship is getting pounded, micromanage the vessel and pull it away to safety. This means selecting only that ship during the combat sequence and moving it away from the fight.

Once the Premonition is safe from attack and the two Borg spheres are destroyed, the Enterprise receives a hail from the Premonition, which identifies itself as a ship from the future where the Borg have overrun the Federation and now control most of the Alpha Quadrant. The captain of the Premonition warns of an impending Borg attack!

## MISSION 2 - PARADISE REVISITED

The mission begins with Worf commanding the USS Avenger, a Defiant-class starship equipped with antimatter mines (simply use the special weapon function and you'll drop a mine that homes in on nearby enemy vessels). You start in the Baku system, adjacent to Starbase 40 and several pulse-cannon platforms. The opening cutscene reveals Son'a vessels on their way to reclaim the "paradise" planet.

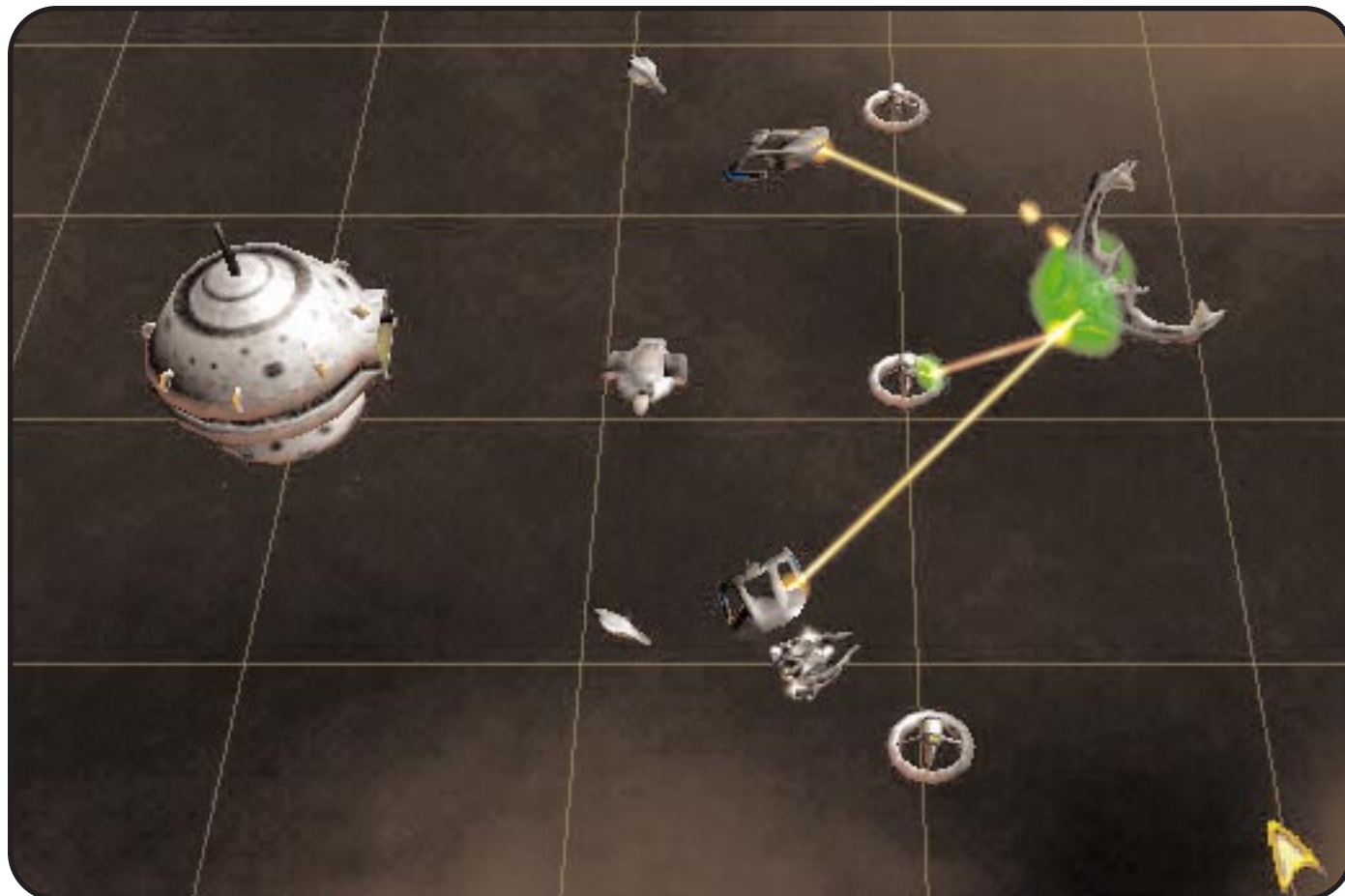




## OBJECTIVE #1:

### DEFEND THE STARBASE FROM THE SON'A. WORF MUST SURVIVE.

As soon as you gain control, select your vessels and repel the Son'a attack. Concentrate your firepower on the battleship and use the Avenger's antimatter mines. Between battles, be sure to replenish your ship's crew by transporting crew members from the starbase. Several more waves of Son'a attack after the first. Most attacks come from the east, though some also appear to the north of the starbase. Don't venture out to locate the Son'a ships; instead, lure them to the pulse-cannon platforms.



Stick near your starbase and pulse cannon platforms when engaging the Son'a attack ships.

## OBJECTIVE #2: BUILD A CONSTRUCTION SHIP.

Mission orders change once the surrounding area is secure. Build a construction ship by selecting the starbase and then selecting build. Press the construction-ship icon to begin building. Guard your starbase during construction - patrol your ships around the starbase and intercept any Son'a ships that arrive.





### OBJECTIVE #3: BUILD A MINING STATION FROM YOUR CONSTRUCTION SHIP.

The completion of the construction ship cues your next objective: to complete a mining station. Select the construction ship and move the craft over adjacent to the dilithium moon above the starbase. Select build and then mining station; place the mining station as close to the dilithium moon as possible.

While the construction ship builds the mining station, watch out for further Son'a attacks. Scout to the north of the dilithium moon and engage any Son'a attack vessels that appear. Continue to protect the structures until the mining station is complete.

### OBJECTIVE #4: BUILD A SHIPYARD FROM YOUR CONSTRUCTION SHIP.

#### BUILD REINFORCEMENTS FROM YOUR SHIPYARD.

Completing the mining station cues the next objective: to build a shipyard. Select the construction ship, choose build, and then press the icon for the shipyard. Place the shipyard at any available spot, but it's best to place the shipyard within range of the pulse-cannon platforms. Once again, protect the structure as it's being built; some Son'a ships may attack from the north and east of the shipyard and starbase.

You should have a steady stream of dilithium coming in from your freighter and mining station. With the shipyard complete, begin construction of more Federation vessels. You're offered two for the mission: the Venture class and Defiant class. Build three Defiant-class starships and two Venture-class starships.

### OBJECTIVE #5: ELIMINATE REMAINING SON'A FORCES.

During your starship construction, Starfleet announces six additional Son'a starships discovered in the Briar Patch, or the area of space surrounding Baku. You can hunt them if you wish (group your ships together and set them on "search and destroy") or you can wait by the starbase and shipyard for the Son'a ships to attack. The added protection of the pulse-cannon platforms comes in handy.

With all Son'a forces eliminated, Starfleet Command contacts Worf and orders him to return to Qo'nos immediately. Apparently the fragile alliance between the Federation and Klingon Empire is once again under strain.





## MISSION 3 - VENDETTA

Worf begins his journey back to the Klingon homeworld inside the Ikolis Expanse, a dangerous patch of space littered with asteroid belts, nebulae, and wormholes. In the opening cutscene, you witness Worf engaged by an aggressive Klingon force. According to their captain, they've retrieved the hidden sword of Kahless and plan to assume command of the Klingon council.

### OBJECTIVE #1: GET WORF SAFELY THROUGH THE IKOLIS EXPANSE.

Worf immediately comes under fire from the three Klingon ships. Despite Worf's prowess with tactical maneuvers and weaponry, there is no way for the Avenger to survive the barrage. You must flee. Look on the minimap and notice the radar blip - this indicates the location of the wormhole. To travel through the expanse, you must enter several wormholes; each time you go through, another blip appears on the minimap to illustrate your next destination.

Start heading toward the left side of the minimap and on into the wormhole. The Klingon vessels will pursue, but the Avenger can outrun them slightly. To assist in your escape efforts, you can slow down inside the cerulean nebula (the blue nebula). It disables shields, weapons, and special functions; thus, the Klingon ships can no longer target or attack the Avenger.

Naturally you can't sit inside the nebula forever. Locate the path to the next wormhole and begin your charge toward the wormhole. It should lie northeast, on the minimap, from your current position.

Don't slow down - the Klingons, although lagging behind a tad, are still in pursuit! Eventually you'll reach a derelict Jem'Hadar destroyer and a new objective appears.

### OBJECTIVE #2: TRANSPORT CREW TO DERELICT SHIPS TO TAKE CONTROL OF THEM.

Assume control of the Jem'Hadar destroyer by flying near it and selecting the transport key on the Avenger. To do so, simply select the Avenger and look at the top bar of ship systems. Here you'll find an icon that resembles the shape of a person; this is the transport key. Press this button and then place the cursor on the Jem'Hadar ship. It takes five crew members to control a ship. Once the Jem'Hadar ship is under control, you can cease transport by pressing the Avenger's icon once again. Keep in mind that the Klingon vessels are still pursuing, so don't dawdle. If you hang out just outside of the blue nebula while transporting crew members over,





you can avoid taking damage while taking over the Jem'Hadar destroyer. Once you have possession of the Jem'Hadar destroyer you can park it in the green nebula to regenerate the ships shields. The acquisition of the Jem'Hadar destroyer isn't vital to mission success; you can ignore it completely and still complete the mission.



**Capture other ships, such as this Ferengi marauder, by using your transporter to send over crew.**

Once you've either acquired or bypassed the derelict Jem'Hadar ship, follow the cerulean nebula to the northeast, along the side of an asteroid belt. Use the blue nebula to remain safe from the attacking Klingon ships. Eventually you'll come to an opening leading to the northeast. You should spot a series of metron nebulae to the east. Entering a red metron nebula damages your ship's shields. Once the shields are gone, the nebula's effects will begin to kill members of your crew. Attempt to avoid the metron nebulae (it's difficult, since they appear in various spots) and head to the east.





### OBJECTIVE #3: DESTROY THE BASE EMITTING RADIATION.

Moments after you arrive around the metron nebulae, you're told that a nearby base is emitting hazardous radiation and should be destroyed. Thankfully, the Klingon ships decide not to pursue you into the hazardous metron nebulae area.

Locate the base and fly near it with the Avenger. Drop antimatter mines near the base, and attack the base with the Avenger's primary weapons. The resulting bombardment should destroy the base. While you attack, attempt to stay out of the metron nebulae so you aren't suffering shield damage or casualties. Sticking close to the base keeps your vessel from taking damage.

### OBJECTIVE #4: GO TO THE NEXT WORMHOLE.

Once the radiation base has been destroyed, you're back on course moving to the right side of the minimap and to the next wormhole. Along the way you'll encounter a derelict Ferengi marauder. Though you may have passed up on the Jem'Hadar destroyer before, you should definitely take the time to acquire the Ferengi ship - you'll have an opportunity to replenish your crew in moments. Approach the marauder and initiate transport from the Avenger. With the marauder under control, proceed to the next wormhole and enter it. You'll appear just behind an asteroid belt, near your previous position. The next wormhole now lies far west.

Proceed north from the wormhole and encounter a derelict Son'a destroyer. As with the marauder, you shouldn't pass up the ship - you'll soon have a chance to replenish the crew. Approach the destroyer and initiate the Avenger's transporter system. When you've acquired the Son'a starship, resume your course north.

Soon after you've nabbed the Son'a vessel, you'll encounter the metaphasic nebula, or green nebula, which contains healing properties for your ships' shields. Enter the nebula and let its effect restore your ship shields to full strength. Continue north until you encounter the derelict starbase.

### OBJECTIVE #5: TRANSPORT CREW TO THE DERELICT STARBASE AND SHIPYARD TO TAKE CONTROL OF THEM. BUILD REINFORCEMENTS FROM THE SHIPYARD.

Orders change once you locate the derelict starbase. Fly close and transport crew from the Avenger onto the starbase. Once the starbase is under your control, select it, and use the icons to select "recrew." This lets you replenish the starbase's crew from the overall crew pool (numbers located at the top of the screen). As the starbase increases in crew, you can transport these members onto the Avenger and other ships to bring them to full capacity.





A derelict shipyard also rests near the starbase. Move the Avenger over and transport crew members to the shipyard. You can also use the starbase and then recrew the shipyard. You have a small amount of dilithium available, so begin construction on Defiant-class starships until your supply runs dry. During this process you'll be informed that long-range sensors are picking up three Klingon vessels in route. Park all of your ships within the green nebula and wait for the three ships to show up and attack. Once these three ships are destroyed, three more will show up. Stay within the green nebula and pick 'em off. Once you've destroyed the ships, use the starbase to recrew, and then group your ships into a single attack group and proceed north and then west toward the next wormhole.

### OBJECTIVE #6: GO TO THE NEXT WORMHOLE.

Near the top of the minimap, on the way to the next wormhole, you'll encounter a derelict Klingon ship: Vor'cha class. Acquire the ship via the Avenger's transport system. You may wish to escort the Vor'cha-class vessel back to the starship to replenish its crew and use the metaphasic nebula to restore its shields. Once finished, resume course to the west and toward the next wormhole.

You'll encounter three Klingon attack vessels as you move. Concentrate your fire on them one at a time; you shouldn't have any trouble if you acquired derelict ships along the way or built reinforcements at the shipyard.

Continue on course around the asteroid belts. The wormhole is itself surrounded by a circular belt of asteroids. Locate the opening to the south of the wormhole. Here you'll also find another derelict ship, a Klingon Bird of Prey. Acquire the ship if you wish and recrew it back at the starbase. Head inside the wormhole when ready.

You'll appear just southwest of the starbase with the final wormhole resting to the northwest. Group your ships together and proceed. Near the wormhole you'll encounter the Klingon fleet that attacked Worf at the beginning of the mission. With a larger armada now at your disposal, you should repel the attack aggressively.

Concentrate your fire on the largest Klingon ship, the Negh'Var-class vessel. Once the Negh'Var-class starship has sustained about 50 percent damage, it retreats from the mission area. You can pursue the ship if you wish, but you won't be able to destroy it. With the largest ship gone, move on to the smaller Klingon ships. Once you destroy them both, proceed to the final wormhole. Enter it to complete the mission. In the final cutscene, Worf recovers the sword of Kahless and plans to present the artifact to the Klingon council to prevent the rebels from staking their claim to the Klingon throne.





## MISSION 4 - DARK OMENS

Jean-Luc Picard and the Enterprise arrive at a starbase devastated by the Borg. Derelict Federation ships litter the area. Look on the minimap and spot the white dots. Nearly every white dot represents a derelict spacecraft. It's extremely important to recover some of the derelict ships to fend off the inevitable Borg attacks.

### OBJECTIVE #1:

#### DEFEND THE STARBASE FROM THE BORG. THE ENTERPRISE MUST SURVIVE.

Search around the starbase and the mining station that lie to the eastern side. There are two derelict construction ships, near the starbase, and two derelict dilithium freighters, near the mining station. Acquire these first so you can begin to harvest dilithium, fortify your starbase defense, and construct reinforcements.

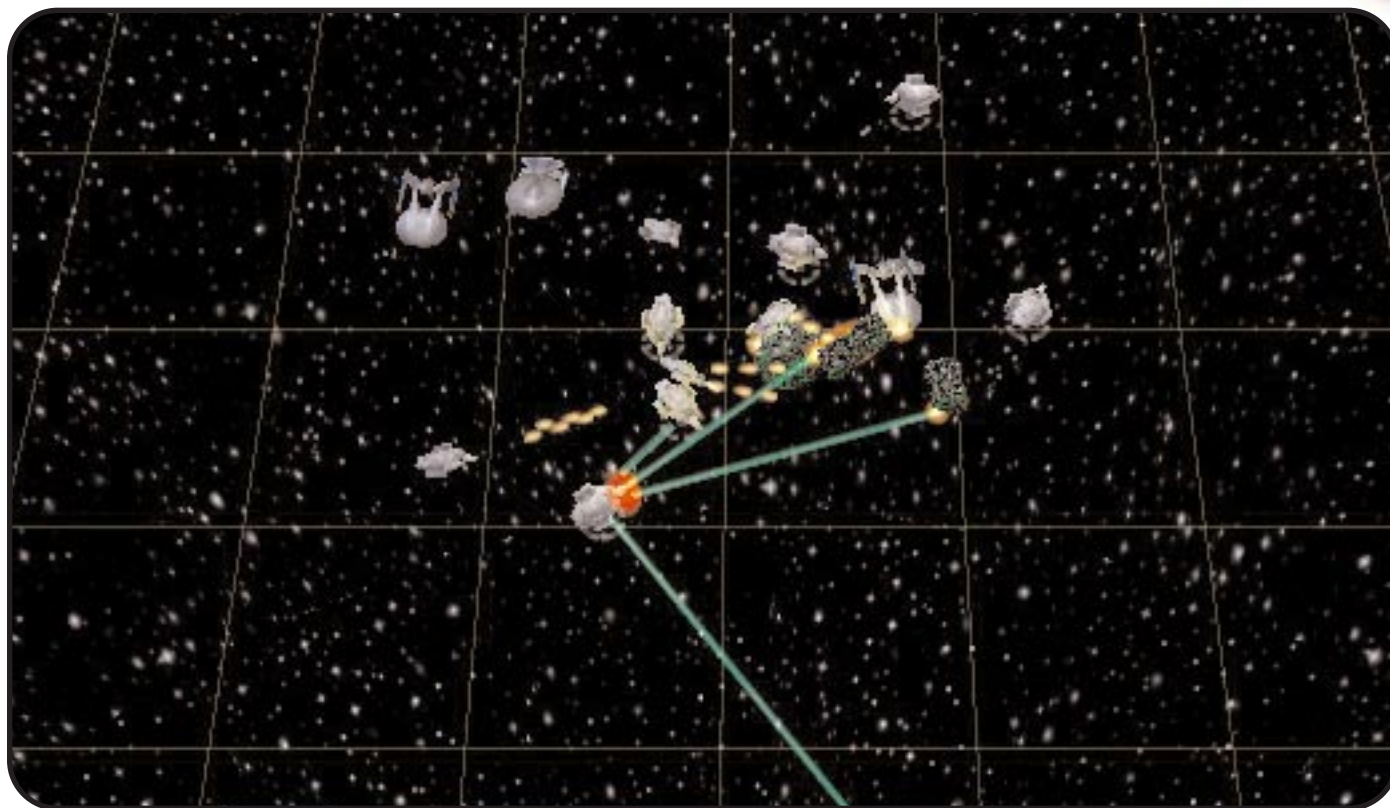
Gaining the use of the derelict ships is extremely important and not that difficult. Send the Enterprise to the closest derelict ship and use the transporter to send over at least five crew members. Stop the transport (no reason to send over more crew than necessary) and select control of the ship, then click its icon on the right side of the menu bar and select repair and recrew. This automatically sends the ship back to the shipyard for repair and recrew. Make sure your starbase is also recrew (just select the starbase and press the recrew icon) so you continue to build your reserves.

Once you have control of the construction ships, begin building pulse-cannon platforms and torpedo platforms in front of the starbase and the mining station. The Borg attack at both bases - adding extra defenses should keep the bases safe with minimal effort. You should also place sensor arrays south of each base so you have ample warning when the Borg are coming and have an idea how many vessels they've sent.

Continue to acquire the derelict fleet and replenish the crew at the shipyard. Replenish the Enterprise's crew at the starbase. Group your fleet together in attack groups; you'll soon have more than one group, so just use the next number.

As stated, the Borg attack both the starbase and the mining station. You may wish to place armada groups at each, as well as platform defenses. Repair any damaged ships during the attacks; simply send them back to the shipyard for repair and recrew.





The Borg base lies to the south. If you explore down there, be prepared for battle.

Another important element to the mission is that you can build a research station. You should construct the station so you can both research antimatter mines and gain access to the Akira-class vessel (which you can research the chain-reaction pulsar for). Continue to build Defiant-class and Akira-class starships. If desired, you can build a second shipyard to hasten the process. You may also want to build a Venture-class scout to keep an eye on the Borg fleet movements.

**OBJECTIVE #2: DEFEND THE STARBASE FROM THE ASSIMILATED FEDERATION FORCE. DESTROY ALL BORG IN THE SECTOR. THE ENTERPRISE MUST SURVIVE.**

At some point during your defense of the starbase, sensors detect Federation warp signatures heading toward the bases. The visual display confirms the Federation ships; however, the Borg have assimilated them. Defend the starbase and mining station just as you have against the standard Borg vessels. Continue to build up your fleet of Defiant and Akira-class starships until you have four to five presets. At that strength, you should have no trouble wiping out the rest of the Borg.





### OBJECTIVE #3: FIND AND DESTROY THE BORG BASE.

At some point after the Federation "Borg" vessels are discovered, new Starfleet orders come down to eliminate the Borg base in the area. The Borg stronghold is located at the southern edge of the map; it covers nearly the width of the minimap. Organize your force into preset groups if you haven't already done so and begin moving south toward the western side of the base (this is directly below the starbase).

You should spot the outskirts of the Borg base, where you'll find various structures and defensive platforms. Concentrate your fire on the platforms and Borg ships first. The structures can wait. Use your Defiant and Akira special weapons against the ships to eliminate them faster. Once you have terminated all hostile threats, move on to the structures. Clear out the entire southern area of the map, uncovering all unexplored areas to make sure no Borg remain. With the mission area clear of Borg, the mission ends in success.

## KLINGON MISSIONS

The Klingons can't be bothered with the Federation's current problems with the Borg. Currently embroiled in a civil war, Chancellor Martok must deal with a rebellious Klingon - Toral - who claims to possess the sword of Kahless, giving him the rights to the high-council throne. Through the course of the Klingon missions, Martok realizes there's a greater threat, beyond Toral or even the Romulans the devious Klingon traitor is conspiring with.

### MISSION 5 - TO THE GATES OF STO'VO'KOR

The Klingon campaign opens with Martok and his fleet of Klingon vessels arriving at the Gamma Eridon Sector where a Klingon starbase is under attack by the Borg. Watch the opening cutscene as Martok's forces eliminate the Borg attackers.

OBJECTIVE: DESTROY ALL BORG IN THIS SECTOR.

PROTECT THE KLINGON STARBASE IN THIS SECTOR. MARTOK MUST SURVIVE.

You gain control of the fleet and are ordered to eliminate all the Borg in the area. You have a starbase on the eastern side of the minimap and a vulnerable mining station to the far west.

The Borg send consistent attacks from above your starbase and the mining station, so fortify each position with disruptor-cannon platforms. Construct a shipyard. Before you build more starships, though, you may want to construct the Klingon weapons center, which provides access to better ships, including the Vor'Cha and SuQ'Jagh-class vessels. If you don't build the weapons center, the best ship you can construct is the Bird of Prey, which isn't as effective against the Borg ships as the Vor'Cha or SuQ'Jagh class.





While you build the weapons center, defend your two outposts from Borg incursions. Your default fleet should be able to handle the attacks until you erect the weapons center and begin construction of more ships (choose more Vor'Cha over the SuQ'Jagh). The Borg send several different ship types, including the powerful cube. Concentrate all firepower on the cube and use any researched special weapons - gravity mines or poleron torpedoes - to hasten its destruction.

Apply your efforts to building up an adequate defense, placing several disruptor platforms at each base, then sending preset starship groups to each outpost. Continue to pump out ships. You may also wish to build a second dilithium freighter to mine the western moon more quickly. Finally, after each skirmish with the Borg, check your ships for damage and send any heavily damaged ships back to the starbase for repair and recrew.



Search for Borg outposts protecting dilithium moons.  
Control the area and use the moon to your monetary advantage.





Once you have built up about three presets of starships, it's time to venture out and explore. The Borg have control of six dilithium moons on the map, giving them a near endless supply of funds for new ships and improvements. Two of the moons lie just above your two current outposts. Choose the western one first. Assemble your fleet and move it just north of your mining station to encounter a small Borg outpost consisting of defensive platforms, a mining station, and a few starships. Annihilate the outpost. Once the area is clear, send your own construction ship up to build a mining station. Then begin harvesting the moon.

As you accumulate more funds, you should build a second shipyard to quicken starship production. Also, once you feel your outposts are defended well, explore north of your initial starbase (along the eastern side of the map) to locate another dilithium moon being harvested by the Borg. Destroy the outpost and claim the moon for yourself.

With three dilithium moons now under your control, you should have no problem with funds. Pump out ships at multiple shipyards and form your fleet into preset groups. Once you have about five or six groups, you should have no trouble eliminating the Borg base.

Before locating the base, fly north from your initial dilithium moon along the western side of the map. You'll encounter another dilithium moon controlled by the Borg. Eliminate the forces there. Return to your initial starbase and proceed north along the eastern side. Again, you'll encounter another moon controlled by the Borg. Eliminate the forces there. Continue to the north and around the belt of asteroids that lie near the northern part of the minimap. At the top, you'll head west and encounter more moons. Continue to eliminate the Borg outposts and proceed to the northwest area of the map and into the Borg base.

Use your ships' special weapons on any defending ships to knock them out quickly. Eliminate the defending ships and platforms first, then attack the structures and constructors. With the Borg eliminated, the mission ends in success.

## MISSION 6 - THE ENEMY WITHIN

Take a moment to study the minimap; most of the space is initially exposed to you. Toral's Klingon force occupies the corners of the map. You have sensor arrays positioned at various points to provide visual confirmation about Toral's movements. Unfortunately, within moments of the mission's start, Toral's fleet begins closing in on Martok's starbase, located at the center of the map, and starts terminating the sensor arrays. Eventually you'll lose them all and won't be able to pinpoint the location of Toral's scouting packs.





## OBJECTIVE #1:

### DEFEND MARTOK'S STARBASE UNTIL THE USS AVENGER ARRIVES.

Focus on Martok's starbase and begin construction of a mining station next to the dilithium moon, and a shipyard. You may also want to build four to six disruptor platforms as extra defense to fend off Toral's attacks. The Klingon shipyard can construct the scout ship (basically worthless against Toral's attacks but useful to pinpoint their location) and the Bird of Prey, which fares better. However, it's equally wise, once you've built several disruptor platforms, to construct the weapons center and gain access to the Vor'Cha class, which is much more effective against Toral's fleet. Further, you can research gravity mines, making the Bird of Prey much more useful.



Toral's starships attack from all sides.

Keep your fleet near the starbase and be prepared for battle at any moment.





Repel the Klingon attacks with your small fleet (which you should continue to build up via the shipyard). After each attack, send any damaged vessels back to the shipyard for repair and recrew. Toral's fleet will attack from all sides. On occasion you'll face the powerful Negh'Var-class ship. If so, be sure to concentrate all your firepower on it before engaging the other vessels.

## OBJECTIVE #2: GET AVENGER TO MARTOK'S STARBASE.

After defending several waves of attacks, the USS Avenger, with Worf on board, will appear on the southern edge of the minimap. Orders are to escort the Avenger back up to Martok's base. Thankfully the sensor arrays present at the beginning of the mission revealed the layout of the map, so you shouldn't have trouble navigating the Defiant-class ship back to the starbase safely. However, some dangers do lie in the way, including small bands of Toral's rebels. Further, if you wait too long to move the Avenger, a small pack of enemy Birds of Prey will swoop in and attack the Avenger. The Bird of Prey can outrun the Avenger, making it difficult to reach the base successfully.

Before (or as soon as) you're given the order, you should take your ships and explore the southern region of the minimap and eliminate any enemy starships you come across. Specifically search the southeastern area, as this is the route you'll take the Avenger. When the area is clear, select the Avenger and escort it safely to the base. Look for an aggressive attack once you reach the base. Lure the attackers inside your disruptor platforms and eliminate them.

## OBJECTIVE #3: GET THE USS AVENGER TO THE WORMHOLE.

Once you've positioned the Avenger back at the base, you're handed a new objective: Escort the Avenger to the wormhole located on the northeastern side of the minimap. If you look carefully at the minimap, you'll spot the radar blip. Gather your fleet (select all your ships - don't leave any behind) and move to the northeast. Position the Avenger at the back of the armada so it doesn't take damage from Toral's ships, which will soon engage.

In fact, not long after you head toward the wormhole, you'll encounter four Negh'Var vessels guarding the route. To defeat the heavy Klingon ships, you should ideally have one to two full preset fleets at your disposal. Once the ships are destroyed, continue to the northeast and enter the wormhole to complete the mission.





## MISSION 7 - A GOOD DAY TO DIE

Worf arrives at Qo'Nos, the Klingon homeworld, to find it under assault by Toral's rebellious Klingon forces. Orders are to increase your fleet and eliminate Toral's ships and bases in the sector. A wormhole lies in the southeastern section of the minimap. From here, Toral sends in forces from his base (which lies to the north), so be prepared to defend attacks from the wormhole, as well as from north of your current location.

**OBJECTIVE: DESTROY TORAL'S ENTIRE BASE. KEEP MARTOK ALIVE.**

One important element to the mission is the location of your first dilithium moon, positioned a good ways north above your starbase and, more importantly, your mining station. It takes much longer for you to harvest dilithium at the beginning of this mission because the collector has to travel quite a long way to reach the moon and return to the starbase.

As with most build missions, you should knock out a shipyard to begin starship production. You should also begin building disruptor platforms to help protect your base. Make sure you build an adequate defense before attempting to hasten your acquisition of dilithium. If you attempt to speed your economy at the expense of a fleet or defense, Toral's small packs of attackers could eventually overwhelm you. As soon as possible you should also build the weapons center to gain access to better ships and important special weapons, such as the gravity mine.

Once you can repel the attacks, it's time to improve your source of dilithium. Explore just north of your current moon to locate the coveted purple dilithium moon - purple dilithium moons provide an unlimited source of the valuable commodity. Shift your fleet to protect the space between the two moons (the purple moon and the dilithium moon you're currently harvesting). Be wary of attacks that come from the wormhole. You may wish to leave some ships behind to protect the base, or you can just build more platforms.

Construct a second mining station between the two moons. You should also build additional freighters (four working on those two moons should work well) to quicken production. Once you have freighters working off the northern mining station, you can decommission your initial mining station. Just be sure to protect the northern station well; it's extremely close to the front line of Toral's base. In fact, Toral sends over SuQ'Jagh-class vessels equipped with commando teams, in an effort to take over the mining station. Make sure the mining station is always well stocked with crew members; transport members over from your fleet if necessary.





**Control the purple dilithium moon north of your initial base for unlimited funds -  
but be prepared for a tough battle to maintain the position!**

You should have a steady stream of dilithium coming in now. You should continue to pump out ships, but also consider a second shipyard as well as the imperial shipyard, which can build the Negh'Var, a ship that costs about double the Vor'Cha but that is extremely powerful and durable. Use all available funds to construct both. You may also wish to research new special weapons and build other ships. Continue to amass your fleet and organize it into preset groups. Once you have three to four full groups, you're ready to eliminate Toral's base.

Heading north from your base and past the mining stations isn't advisable. The rebel Klingons have constructed a long line of disruptor and torpedo platforms to protect this entrance. Don't even bother trying to fight your way through. It's much wiser to proceed down to the wormhole and attack from there.





Entering the wormhole makes you appear in the far northeast corner. Disruptor platforms surround the wormhole exit, so eliminate them as soon as you appear. Once your fleet is through, proceed to the east. Move slowly and defeat any threats before assaulting the structures. Concentrate your firepower on the toughest structures and don't forget to use special weapons. Blow up all the turrets, structures, and ships you come across.

Continue to the east and you'll locate a lone Negh'Var inside a metaphasic nebula. Attack the ship. It will retreat, and the mission's end cutscene will begin.

## MISSION 8 - GRAY EMINENCE

Worf enters the Neutral Zone and discovers Toral and the Romulans in league. Orders are to destroy all Romulan presence in the sector. You begin the mission with basically nothing. Select the construction ship and build a starbase on the planet and a mining station next to the moon. Next, erect a shipyard and place disruptor platforms around the perimeter of your base. Construct a second freighter to quicken dilithium acquisition, and build a weapons center. Next, begin scouting the area, south and west of your starbase.

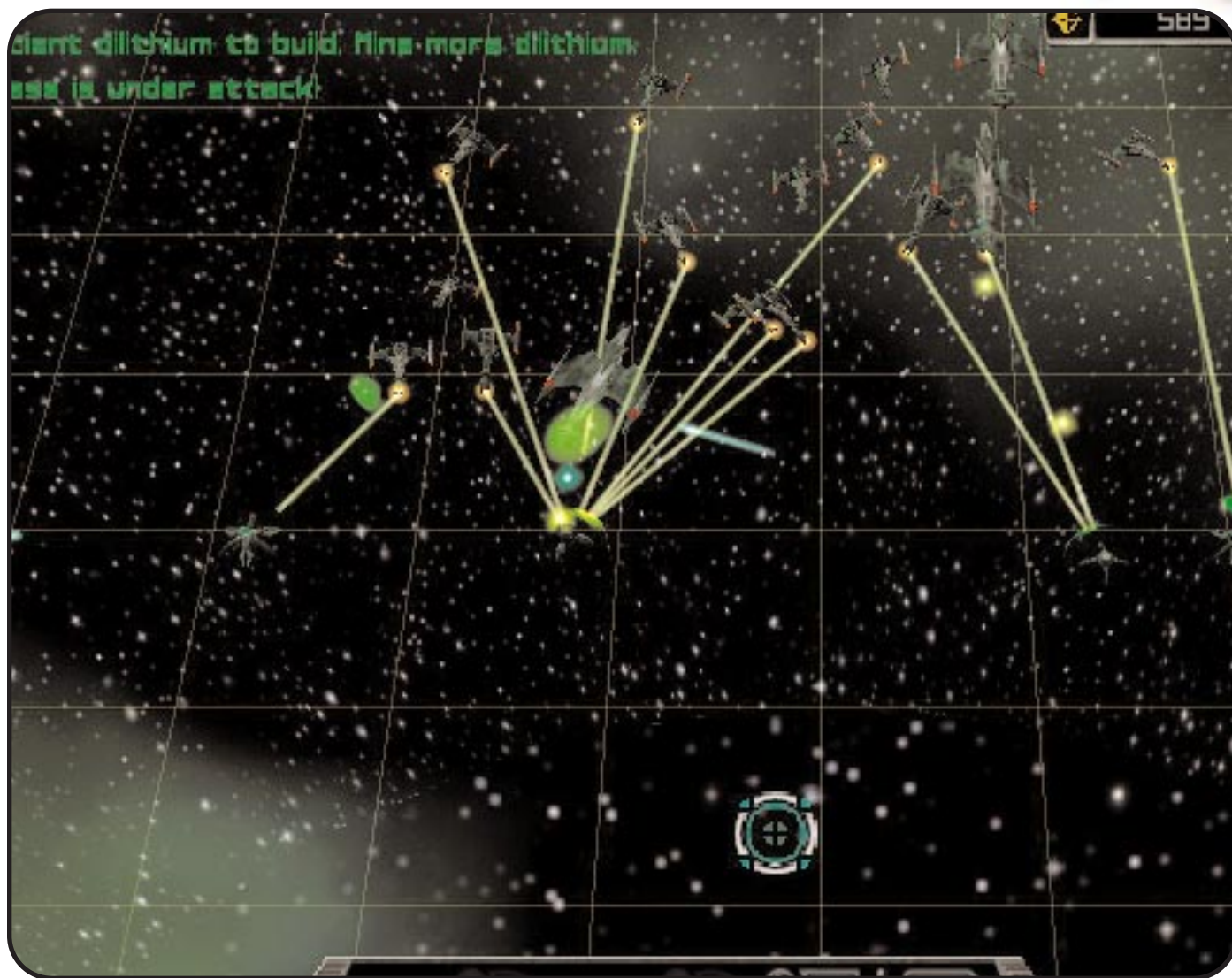
### OBJECTIVE: DESTROY ALL ROMULAN SHIPS. MARTOK MUST SURVIVE.

The majority of the Romulans lie to the south. They'll send many hit-and-run packs from the south and will conceal themselves under their cloaking device and the fog of war. From here they'll bombard your mining station and collectors from a distance. As soon as possible, research tachyon grid from the weapons center and place sensor arrays around your base. This will enable you to spot cloaked vessels positioned around your base.

To the west you'll find another dilithium moon. You should construct a mining station for it as soon as possible; however, the Romulans will begin sending hunting packs that way once you start, so be sure to defend it well with disruptor platforms and small fleets. Continue steady ship production. Choose ships you know how to use well. Standard Vor'Cha work well, or you might want to build Birds of Prey equipped with gravity mines, or SuQ'Jagh class using their special ability, the commando teams.

Once you build a fleet sufficient to hold off any Romulan attacks, you should build an imperial shipyard and begin producing the better ships, either the Negh'Var class or the Fek'Lhr class if you plan to use its plentiful special abilities (but you'll need the Gre'Thor armory). When the Romulans attack, always concentrate your fire on the largest ship (typically a Warbird). Further, send any damaged ships back to the shipyard for repair and recrew.





**Use the wormhole to enter the Romulan base from behind.**

**If you try a frontal assault, you'll be met with a full row of defensive platforms.**

One item of note on the map is a wormhole that lies southeast of the dilithium moon you discovered to the west. This wormhole lies through a dangerous red nebula, but it provides backdoor access into the main Romulan base. If you scout south of your starbase, you'll discover the Romulan stronghold protected by a full row of disruptor and torpedo platforms. You shouldn't make your assault from this direction. Instead, send two to three fleets of ships through the wormhole. You'll appear in the southeast corner of the map next to a dilithium moon. Use the fleets to guard the position and send a construction ship through.





Build a starbase, a shipyard, and a mining station next to the moon. Use this outpost as your new base of operations. Use the shipyard to repair and recrew the ships after you've sent them through the red nebula and the wormhole. Build more ships here and amass three to four fleets of ships. You should have no trouble repelling all Romulan attacks, so simply keep building ships until you feel ready to take on the large base.

However long you wait you should attack from the southern outpost to avoid the row of disruptors. Move your fleet inside and eliminate all Romulan ships before taking on the nonthreatening structures. Work your way through the base. With the ships eliminated, begin taking out the disruptor platforms one at a time. Move slowly so you don't venture into the range of too many of them at once.

Once you have destroyed the large base, it's time to scout out the remaining Romulan force. Proceed west and discover small Romulan outposts on the western side of the map. Scout the entire western side and eliminate all the Romulans you encounter. Unfortunately, there is no sign of Toral. But once you have cleared out the Romulan presence, the mission ends in success.

## ROMULAN MISSIONS

The Romulans continue their underhanded schemes and alliances. Having encountered the mythical Omega Particle, the Romulans must wrestle its power from the Cardassians and Ferengi. Realizing the Omega Particle's attraction to the Borg, Sela makes her boldest move yet by proposing an alliance with the Borg race.

### MISSION 9 - CLOAK AND DAGGER

The Romulan campaign begins inside the Krios system. A top Romulan scientist is currently being held in a Klingon prison, which lies in the northern center of the minimap. Orders are to use a Romulan spy to gain access to the prison in hopes of finding a way to rescue the important civilian.

#### OBJECTIVE #1: RESEARCH THE ROMULAN SPY AND USE IT ON THE KLINGON PRISON.

Don't venture out and scout unless you switch on your ship's cloaking device. The Klingons have several patrol packs exploring the map, and you don't want to alert them to your presence. Instead, keep your ships close together and build a starbase, a mining station (next to the moon), a shipyard, and a covert operations facility, which provides access to better ships and the Romulan spy special weapon. Build a few defensive platforms; your base will come under attack later in the mission.





As soon as you have enough dilithium, use the covert-operations facility to research the Romulan spy. Once it's acquired, move on to the next objective.

## OBJECTIVE #2: USE THE SHRIKE'S SPECIAL WEAPON TO SNEAK A ROMULAN SPY ON BOARD THE KLINGON PRISON.

The Romulan spy is a special weapon for the Shrike. You were provided one Shrike at the beginning of the mission and can construct more with your shipyard. Don't be in a hurry to investigate the Klingon prison just yet. Continue to amass your fleet before proceeding on the spy mission.

Search just a bit west of your starting location to discover another dilithium moon. Begin harvesting the moon, and use the funds to build the advanced shipyard. Then begin construction of the Romulan Warbird. Build your fleet up to two or three full preset groups. When complete, select the Shrike and turn on the cloaking device. Scout the area around your base and head to the east. Then head north around the asteroid belt and blue nebula. Stay out of the blue nebula; if you venture inside, it disables your cloaking device, which leaves you visible to the Klingon patrols.

Continue moving north to the top middle of the minimap. You'll soon discover Klingon defensive platforms. Keep moving inside the base (stay cloaked and you'll be fine) until you spot the Klingon prison base (basically a starbase). Move the Shrike close and select the Romulan spy special weapon. Click the icon on the prison to complete the objective.

## OBJECTIVE #3: AGENT TOS'SAN WILL HAVE THE PRISON'S DEFENSES LOWERED IN TEN MINUTES. ONCE HE LOWERS THE DEFENSES, YOU MUST CAPTURE THE KLINGON PRISON TO RESCUE DR. OLDAN.

The Romulan agent communicates from inside the Romulan prison that he'll lower the station's defensive weapons within ten minutes and that you should prepare your fleet for attack. Continue building as many Warbirds and either raptors or griffins as you can. Organize them into preset groups and activate the cloaking device. Position the fleets just south of the Klingon base.

Ideally you should have three preset groups filled with Warbirds, raptors, and griffins. When the ten-minute time limit expires, agent Tos'san announces that the prison defenses are lowered and you may begin your attack.





#### OBJECTIVE #4:

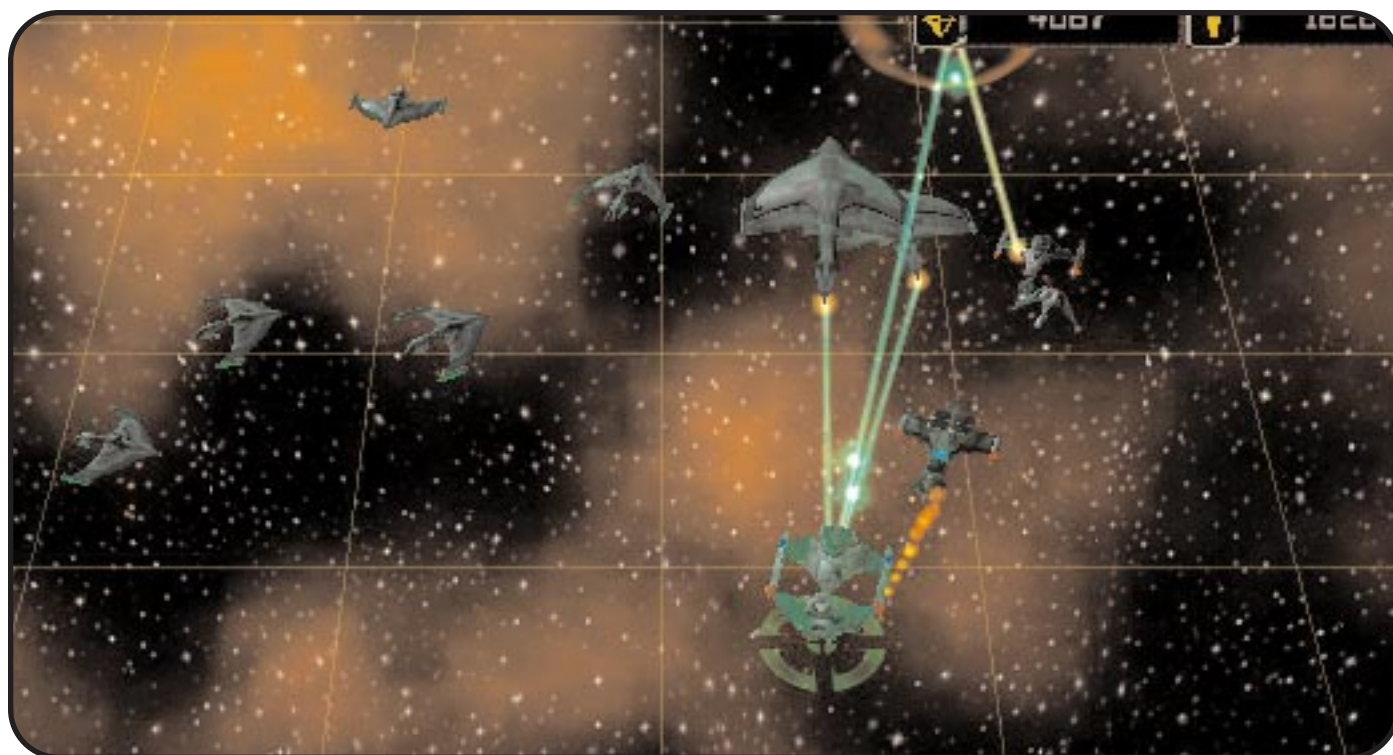
##### PRISON DEFENSES HAVE BEEN LOWERED. BEGIN YOUR ATTACK.

Although it's tempting to charge in and attack and capture the prison immediately, it's not your best course of action for survival. Instead, concentrate fire on the disruptor platforms that lie on the southern perimeter of the base. Your action should alert the Klingon ships in the area. Once they arrive, concentrate your fire on them. Work your way slowly up into the Klingon base and destroy the turrets and ships that stand in your path.

Once you reach the prison, begin your attack. Once you've nearly knocked down the prison's shields, you receive a new objective; Dr. Oldan has been transferred to a prison barge as part of a convoy that's exiting the mission area. Look closely and spot the convoy on the western side of the prison heading away from the Klingon base toward the south.

There is no way to capture the prison. Even if you enter the base immediately and attack the prison, the convoy still appears. That's why it is wiser to assault the ships and platforms first; with them out of the way, it's much easier to assault the convoy.

#### OBJECTIVE #5: YOU MUST CAPTURE THE SHIP CARRYING DR. OLDAN.



The prison barge contains Dr. Oldan. Intercept the craft and capture it by sending over crew.





Locate the prison barge vessel that is part of the convoy. Use one preset group to concentrate your firepower on the barge, but be careful not to destroy the craft. Use your other groups to eliminate the escort ships as part of the convoy. Click on the prison barge to monitor its ship systems. Once its shields are lowered, click the transporter icon and begin transporting over crew members to the prison barge. Once you have eliminated the barge's crew, you can capture the vessel. Again, you must be careful not to destroy the craft accidentally, so be ready to call off your attack at any moment.

#### OBJECTIVE #6: GET DR. OLDAN TO YOUR STARBASE.

With the barge under your control, escort it back to your southern starbase. Use one preset fleet to escort the barge while the others clean up any further Klingon convoy ships. Make sure you are still building ships at your base; you'll need them for the mission's final objective, which begins immediately after Dr. Oldan arrives at the starbase.

#### OBJECTIVE #7: DESTROY ALL OF THE KLINGON PRISON FACILITIES.

Dr. Oldan's arrival at the starbase cues the final objective: eliminating the Klingon forces. Spot the small Klingon attack group on your minimap (appearing just west of your base). Eliminate this group. Repair and recrew your ships and build your fleet back up to at least three preset groups. Several Klingon hunting packs will attack from the northwest, but you should have no trouble repelling them.

Return to the Klingon base. Your earlier patience in destroying the platforms before pays off here, as you won't have to deal with them now. Enter the base and destroy all occupants, concentrating fire on any remaining starships and disruptor or torpedo turrets. Blow apart the structures and the prison facility to complete the mission with success.

### MISSION 10 - A CALL TO POWER

Attacks from both Ferengi and Cardassian vessels come early and often in this mission, so you may wish to fortify your base with disruptor platforms to minimize the damage to your ships. Use the small scout ships as scouts; cloak them and position them around the perimeter of your base, some to the west and others to the south. Organize your other ships into a preset group and be prepared to retaliate against the Ferengi and Cardassian vessels.

#### OBJECTIVE #1: CAPTURE THE OMEGA PARTICLE ONCE THE CONTAINMENT VESSEL ARRIVES. SELA MUST SURVIVE. STARBASE MUST SURVIVE.

Begin mining the moon to the eastern side of your base. The Cardassians provide the largest threat. Concentrate your fire on their ships, especially the larger-class vessels, if both races





attack at once. Once you are well defended, construct a shipyard, a covert-operations center, and a second dilithium freighter. Start construction on griffin starships; the raptor vessel is best saved for base assaults. Continue to repel attacks and improve your fleet. When you have enough money, construct the advanced shipyard to begin building Warbirds.

Once you have two or three preset groups of ships, you can begin exploration of the surrounding area without worry of being overwhelmed by enemy ships. A Ferengi base lies to the far west (just follow the very top of the minimap). The base contains a dilithium moon. The Cardassian stronghold lies to the south, and it's protected by defensive platforms. There's also a dilithium moon just before the platforms.



The Cardassians currently control the Omega Particle.  
Be prepared to engage them often if you wish to wrestle away its power.





Start with the Ferengi base to the west. Annihilate any ships in your path and begin the base assault by firing upon the disruptor and torpedo platforms that surround the structures. Not long after you begin the attack, Sela receives a transmission from one of the Ferengi leaders.

## OBJECTIVE #2: BRING TWO FULL FREIGHTERS TO THE FERENGIMARAUDER AT THE RENDEZVOUS POINT TO REMOVE THE FERENGIFROM BATTLE.

The Ferengi offer a deal. If you take two full dilithium freighters to a rendezvous point (positioned just southeast of their base), they'll remove themselves from the conflict (and battle the Cardassians for you). To reach the point, you can either go through the Ferengi base (dealing with defensive turrets) or go the back way. Just go south from your base and head west. You'll pass through dangerous red nebulae, so you'll have to be swift and careful.

The Ferengi deal doesn't last forever. If you do wish to reach a compromise with the devious race, remember that pulling two freighters off dilithium acquisition will cost you valuable resources. Should you decide not to make the deal, it's rather easy to simply terminate the Ferengi base that lies to the west. It should only require one preset fleet of Warbird-heavy ships. Eliminate the turrets first, then the ships, and finally attack the shipyard and mining station. Once the area is clear, begin mining the dilithium moon.

## OBJECTIVE #3: CAPTURE THE OMEGA PARTICLE.

Over the course of the mission you should begin migrating your defensive forces to the south and protect the dilithium moon there. At some point during the mission, the containment vessel arrives at your base. Protect the vessel well; if it's destroyed, you'll have to wait for another one to be built. Position the containment vessel inside a fleet of your ships to keep it protected.

After the containment vessel arrives, you may notice the radar blip in the southwest corner of the minimap, indicating the position of the Omega Particle. Begin to move toward the Cardassian base, located to the south. This means the Cardassians have acquired the particle with their own containment vessel and are using a tractor beam to pull the particle inside their base. Once the particle starts moving, you should begin your assault.

Position your forces (you should have two to three preset groups, filled with mostly Warbirds, at this point) at the dilithium moon south of your base. Carefully move to the south and eliminate any Cardassian ships and defensive turrets you locate. However, don't venture too far south and into the Cardassian base. Instead, intercept the Omega Particle and destroy the Cardassian containment vessel.





Move your own containment vessel over to the particle and use the special weapon "tractor beam" to begin towing the particle back to your base. Keep your preset fleet around the containment vessel to protect it from any additional Cardassian attacks.

Once the containment vessel arrives back in your base (above the starbase), the mission ends in success. Unfortunately, the Romulan acquisition of the Omega Particle has garnered the interest of the Borg, forcing Sela and the Romulans to be on the run.

## MISSION 11 - THE GAUNTLET

You begin the mission in the southeastern corner, and Jal Par waits in the northeast corner, but you won't be able to take a direct route. The map is filled with asteroid fields, nebulae, and other anomalies. To reach Jal Par, you must navigate to the west and through the narrow bands of harmless space. Start west, but realize that almost immediately a Borg strike force will attack from the east. Concentrate your firepower on the Borg ships and eliminate them.

**OBJECTIVE #1: BRING SELA AND THE CONTAINMENT VESSEL TO THE RENDEZVOUS POINT WITH JAL PAR. THE CONTAINMENT VESSEL MUST SURVIVE. SELA MUST SURVIVE.**

The Borg attack several times during the mission - your quickness in getting through the mission determines how many times. Before each attack, the Borg announce their arrival with their ominous battle cry, "Resistance is futile." Be sure to look overhead mini-map each time you hear the Borg, and as soon as the green icons appear on the minimap, divert your attention to their forces so you don't needlessly suffer damage.

Continue to the west and follow the clear space as it winds to the northwest. You may wish to keep your ships cloaked, but the containment vessel and your shadow vessel won't be able to remain cloaked. Several of your ships have special abilities, such as sensor jamming and the shield-inversion beam, which is useful in tough combat situations. Sensors soon detect a Klingon patrol and a mining facility.

**OBJECTIVE #2: DESTROY THE MINING FACILITY  
TO DRAW OFF PATROL OR ENGAGE AND DESTROY PATROL.**

You'll have arrived at a fork in the empty space once the sensors detect the nearby Klingons. The path leading to the northwest contains the Klingon patrol. To the northeast you'll encounter the mining station and a small defense. You can choose either path. If you go northwest, you'll face the Klingon force, which isn't especially tough. Just concentrate your fire on the larger ships and pull away any of your ships that become wounded.





Or you can choose to destroy the mining station. Eliminate the defenses and blow apart the station. Sela announces that the Klingon patrol is coming over to investigate. Head back to the main path (go southwest from the mining station) then up through the northwest to avoid the now-moved patrol. Continue winding through the asteroid belts and nebulae until you're headed south near the western edge. Sensors discover several shipyards ahead.

### OBJECTIVE #3: DESTROY SHIPYARDS TO AVOID FIGHTING EXTRA SHIPS.

Orders are to eliminate the shipyards to prevent the Klingons from constructing additional ships. Head south toward the radar blip (indicating the position of the shipyards) and eliminate any nearby Klingon ships before moving against the shipyards. While attacking a shipyard, monitor its shield strength and crew. Once you have eliminated the crew, pull back on the attack and begin transporting troops over from your Warbirds. If you can capture one of the shipyards, you can use it to repair and recrew your fleet.

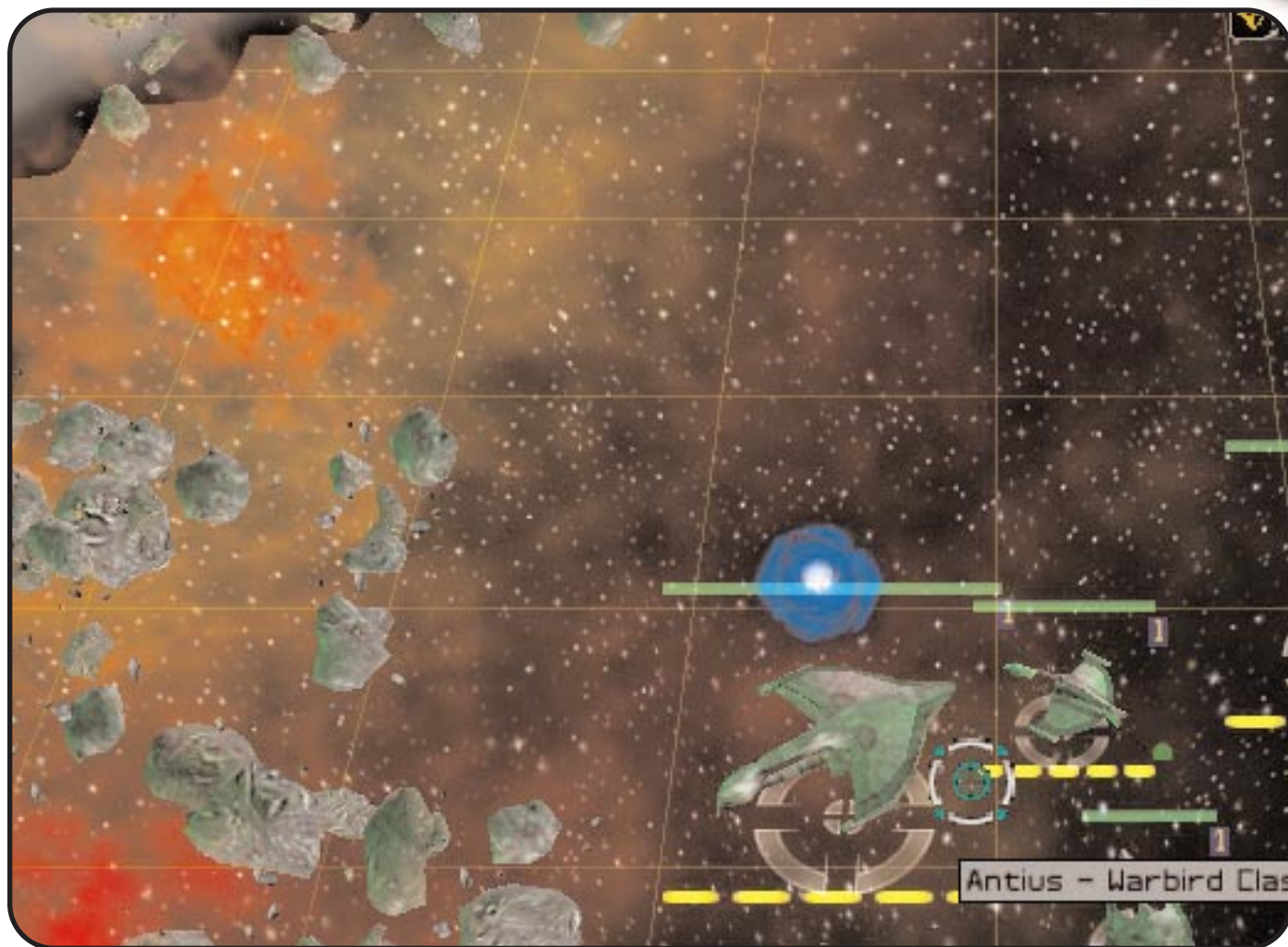
Either way, eliminate or capture the shipyards and continue following the open space through the anomalies. You'll swing around to the north and end up just in front of a wormhole adjacent to a swinging band of asteroids.

### OBJECTIVE #4: DETERMINE THE WORMHOLE PATTERN AND USE IT TO AVOID PATROLS OR CONTINUE ON TO YOUR RENDEZVOUS WITH JAL PAR.

Sensors detect that the wormhole is unstable and quite unpredictable. Proceed through the wormhole and you could end up in various places - next to Klingon structures and inside dangerous nebulae. The wormhole you want to reach is positioned toward the east. Though you can eventually reach that exit wormhole through trial and error, if you still have all your ships, it's easier to simply fly over there.

Locate the path through the asteroid belt that lies to the northeast of this wormhole. Follow the path around to the east and defeat any Klingon ships that impede your progress. Continue past the wormhole you'll spot to the south and locate the Klingon structures on the far eastern side of the minimap. Defeat them and head north toward Jal Par's ship. When you reach his Warbird, he announces that he's hanging behind to deal with the Borg while Sela heads onward to a secret location.





The wormhole can transport you past the Klingon patrols; however, it's just as easy to simply head through uncharted space and defeat the patrols.

## MISSION 12 - UNHOLY ALLIANCES

Despite their battles in the previous mission, Sela negotiates a temporary truce with the Borg. Sela convinces the Borg that she'll hand over the Omega Particle if the Borg assist in the destruction of the Klingon fleet and base in this sector, the Narendra System. When the mission opens, Sela's Romulan fleet lies to the southwestern side of the minimap. The large Borg base is positioned on the eastern side. You'll actually have line of sight for the Borg units and will be able to monitor their attack on the Klingon base, which lies to the north and northwest.

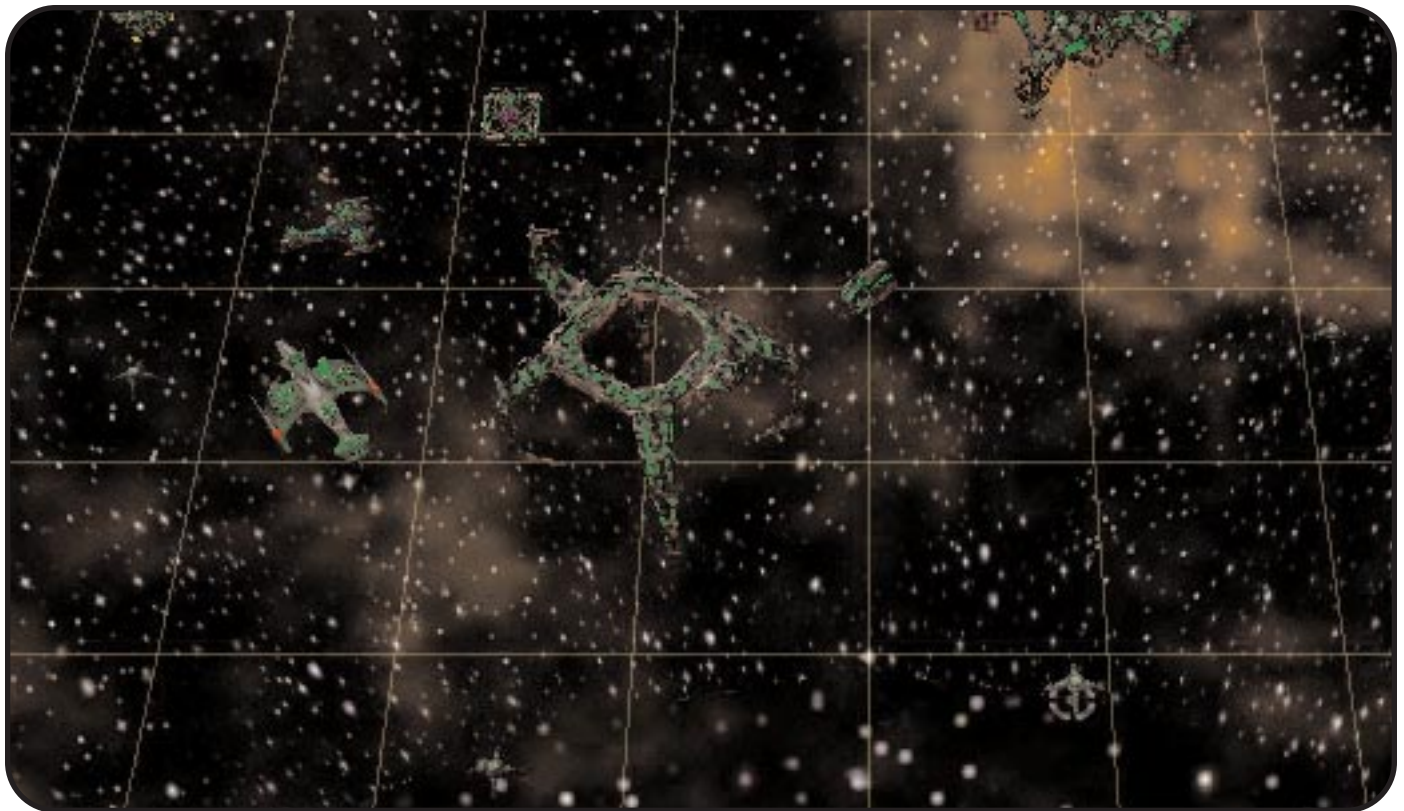




**OBJECTIVE #1: ASSIST THE BORG IN DESTROYING THE KLINGON BASE IN THIS SECTOR. SELA MUST SURVIVE.**

Begin construction of a starbase and mining station next to the dilithium moon that lies just to the north. The Borg keep the Klingons occupied for the most part, but position your fleet to the north of your base just in case some Klingon ships become nosy. Once your construction ships are free from duty, construct a shipyard and a covert-operations facility. Build a second freighter with your starbase and begin harvesting dilithium. Scout to the east of your base and spot a second dilithium moon. Construct a second mining station and another freighter. You should have four freighters harvesting two moons - the dilithium should be pouring in. Eventually you'll want to build a second starbase to keep up with your ship production.

Repel any Klingon attacks (you shouldn't have much trouble) and build an advanced shipyard to access the Shadow and Warbird. Crank out a steady stream of vessels, heavy on the griffin and the Warbird. If you're especially loaded with dilithium, you may wish to build the Tal Shiar facility, which offers enhancements to the shadow, and the Phoenix facility, where you can create the expensive but devastating Phoenix ship. It's rather pricey and not especially needed, but it's powerful.



**Fill the Borg base with Romulan defensive platforms - just in case!**





A key to completing the mission with ease is to send a construction ship over into the Borg base to begin building disruptor and torpedo turrets. Not only are you helping to defend your new ally, the Borg, but you're covering your back in case the Borg decide to turn on you. If you become enemies again, the turrets will target the Borg and assist in their destruction. Hey, you never know, right? Continue building ships and organize them into preset groups. You should have three to four, ideally, before taking on the Klingon base to the north.

## OBJECTIVE #2: INTERCEPT AND DESTROY THE KLINGON JACH'ENG.

At some point during the mission, sensors detect three Klingon Jach'Eng ships (equipped with the shockwave weapon) headed to the Borg base. Radar blips on the minimap indicate their position. Starting at the western side, the Jach'Eng move across the middle of the map to the east and into the Borg base. You're warned that if you fail to intercept the Jach'Eng, the Borg will suffer extreme damage and will slow production on their ships (and thus their assistance in the destruction of the Klingons).

Intercepting the Jach'Eng isn't mandatory. In fact, not intercepting them is another way to cover your back in case the Borg turn on you. Allowing the Jach'Eng to annihilate part of the Borg colony will weaken the Borg. However, if you're loyal and feel you will need assistance to defeat the Klingons, then intercept the Jach'Eng and destroy them before they reach the Borg.

With three to four preset groups, proceed north from your base and eliminate the Klingon turrets and mining station. Work your way through the northern base, taking care to destroy disruptor turrets, torpedo platforms, and ships before making a move against structures. Continue through the Klingon base to the east until you've eliminated all the red blips on your minimap.

## OBJECTIVE #3:

### THE BORG HAVE SERVED THEIR PURPOSE. DESTROY ALL BORG IN THIS SECTOR.

Once the Klingons are eliminated, the Borg send a transmission requesting the Omega Particle as part of the agreement. Unfortunately for the Borg, Sela decides not to honor the pact but thanks the Borg for their assistance. Sela's words cue the arrival of several cloaked Romulan ships that appear just north of the Borg base. It's time to battle the Borg!

If you sprinkled disruptor and torpedo turrets all throughout the Borg base, you should have little trouble eliminating your former ally. The turrets will occupy the Borg ships while you swoop in with your three preset groups (and the extra reinforcements). Annihilate the Borg vessels, defensive platforms, and structures to complete the campaign.





## BORG MISSIONS

The Borg take advantage of the decimated Dominion fleet by overtaking a Jem'Hadar cloning facility in hopes of resurrecting their greatest leader. Unified at last and with the power of assimilation, the Borg amass their mammoth fleet in a final all-out assault on the Federation's defenses at Sector 001 - Earth.

### MISSION 13 - RESURRECTION

The Borg enter an area of Dominion space in search of a Jem'Hadar cloning facility. You begin the mission in the northwest corner of the map. Don't explore the surrounding area too quickly. Jem'Hadar destroyers patrol around the map, and you could be overwhelmed by enemy ships before you're ready to combat them.

#### OBJECTIVE #1:

**ELIMINATE ALL DOMINION FORCES. TAKE OVER THE DOMINION CLONING FACILITY.**

Instead, select your assembler and build a nexus, a mining station next to the dilithium moon, a shipyard, a second dilithium collector, and a modification center, which will let you upgrade several units as well as build the sphere and assimilator. You should also use an assembler to construct defensive platforms around the southern perimeter of your base.

At some point during your base building, Jem'Hadar destroyers will enter and attack from the south. Though you should have little trouble repelling their attack (simply organize your fleet into a preset group and concentrate fire on one Jem'Hadar ship at a time), you should opt to assimilate the ships instead. An easy way to assimilate the Jem'Hadar ships is to use the rectangular-shaped assimilators. Knock out the Jem'Hadar ships' shields with the assimilators' weaponry, then use the transport icon to begin transporting over troops from your Borg vessels to the damaged Jem'Hadar ships. Further, you can research the auto-assimilator enhancement at the modification center to make the process even easier.

Each time you acquire a new Jem'Hadar vessel, immediately send it back to the shipyard for repair and recrew. Keep the Jem'Hadar ships at the back of your base so they don't tangle with any attackers. Let your Borg ships repel the attack and, hopefully, assimilate any fragile attackers.





Continue building spheres and assimilators and consider moving on to the advanced assembly matrix to construct the Diamond (which is really only useful with enhancements from the technology node) or the powerful super-assimilator cube. These items cost dilithium - lots of dilithium - so you should explore the surrounding area as soon as you possess enough ships to defend yourself against attacks.

Locate dilithium moons to the south of your base. You'll find one to the south that also features a Dominion shipyard (as well as a small defense force). Assimilate the shipyard by pounding its shields into submission then transporting drones over to it. If you can assimilate the shipyard, you'll not only get line of sight briefly for other Dominion structures (spotting the cloning facility to the southeast), but you will also be able to build Dominion ships: the Jem'Hadar destroyer and the warship.



The Jem'Hadar cloning facility waits in the southeastern corner of the map.  
Be prepared to engage lots of defense.





Keep in mind that capturing the Dominion shipyard really makes the Dominion forces unhappy. Expect to engage several wings of Jem'Hadar destroyers that arrive from the main base to the east. Make sure you have brought down two preset groups of Borg and assimilated Jem'Hadar ships to protect your acquisition.

It's likely at some point you'll run into problems with both crew and nodes; you simply won't have enough to keep up with ship production. Build a second matrix by your first and consider using the node upgrade selection in your starbase (basically a trade of dilithium for additional nodes). Each Jem'Hadar vessel you assimilate counts toward your overall nodes, so you'll need to construct additional starbases to compensate.

Once you have amassed four to five preset groups of Borg and Jem'Hadar ships, it's time to explore and head into the Dominion base to the southeast. Move slowly and eliminate the destroyers and warships you encounter along the way. As always, concentrate fire on defensive platforms and ships before making a move against structures. Leave the cloning facility for last. Eliminate all the defenses surrounding the facility, then pull off your force. Use one preset group to attack the facility until its shields are lowered. Use the transport icon to send drones to capture the station.

## OBJECTIVE #2: PROTECT THE CLONING FACILITY UNTIL THE PROCESS IS COMPLETE. DESTROY ALL DOMINION FORCES.

Once you've assimilated the cloning facility, orders are to protect it against the remaining Dominion force. If you've done a thorough job of exploring the map and eliminating all Dominion ships, then it's unlikely you'll have to worry about losing the facility to the Dominion. Explore the surrounding area and eliminate any Jem'Hadar ships that arrive to investigate. Because the cloning facility lies to the southeast, you can expect attacks to come from the north and west.

The Borg announce that they're using the cloning facility to clone Locutus, an assimilated version of the Starfleet captain, Jean-Luc Picard! Once Locutus has been created, the Borg issue new orders.

## OBJECTIVE #3: CONSTRUCT A CUBE AND BRING IT TO THE DOMINION CLONING FACILITY FOR LOCUTUS. DESTROY ALL DOMINION FORCES IN THE SECTOR.

Orders are to send a cube to the cloning facility to pick up Locutus. If you haven't already, construct a cube in an advanced assembly matrix. If you never went that far up the tech tree, you'll need to save plenty of dilithium to build the required tools. More moons are scattered around the map in case you need to increase production.





Escort the cube next to the facility to complete the objective. You'll notice the cube grow in size as it becomes Locutus' cube. Set your preset groups on search and destroy and they'll explore the map, seeking any remaining Dominion ships. Once all Dominion forces have been destroyed, the mission concludes in success.

## MISSION 14 - ASSIMILATION

There's no nearby dilithium moon, so you have to rely on assimilation to build your fleet. You should, however, construct a starbase. That way you can replenish drones with ease. Locate the planet at the eastern edge and construct the nexus on that planet. Building the nexus on a planet increases the rate at which you acquire new drones.

**OBJECTIVE #1: ASSIMILATE ALL VESSELS IN THIS SECTOR.**

**LOCUTUS MUST SURVIVE. THE ROMULAN STARBASE MUST BE CAPTURED.**

**ALL ROMULAN SHIPS MUST BE DESTROYED.**

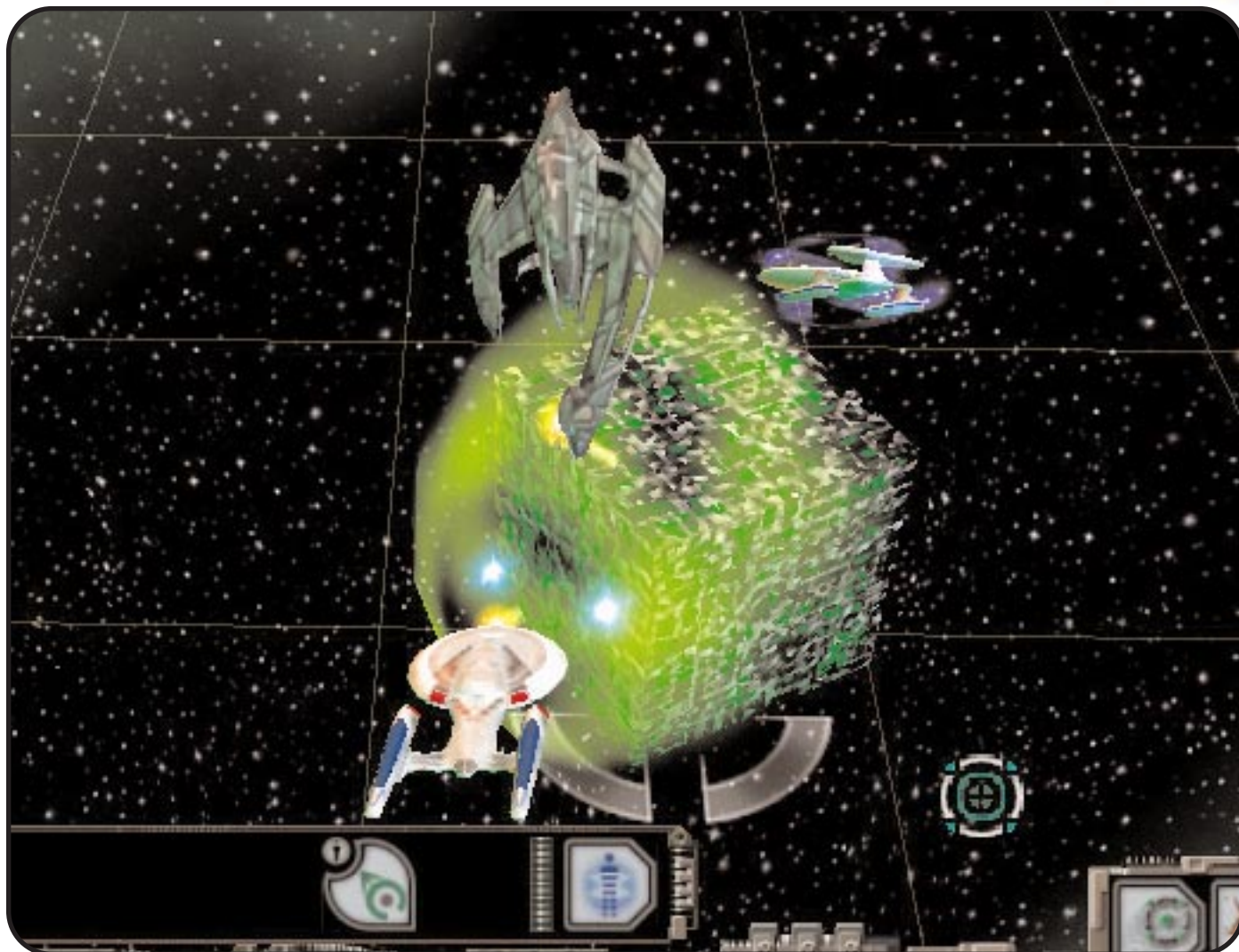
The bulk of the mission requires you to seek out vessels in the area - most of them are harmlessly surveying black holes or nebulae - and assimilate them to build a fleet capable of destroying the Romulan base that lies to the north. On occasion, Romulan patrols will happen upon your makeshift base in the southeast corner. Attempt to assimilate each Warbird that arrives, though all ships prove useful in the attack.

Assimilating another vessel is quite easy with Locutus' cube. Simply use the holding-beam special weapon against the enemy vessel. As its name suggests, the holding beam holds the enemy in place while the cube beams drones to take over and assimilate the ship. The holding beam works on power; once it's drained, you'll have to wait for it to recharge.

Another part of quick assimilation is building a shipyard to go along with your starbase. Although you won't have enough dilithium to construct ships, the shipyard proves valuable in repairing and recrewng your ships. Recrewing at the shipyard is much faster than attempting to transfer drones over from the starbase.

Continue to build your fleet via the Romulan patrols. Each time you acquire a new ship, immediately send the vessel to the shipyard by pressing the repair icon. If you hesitate, the ship could be lost to enemy forces. As soon as the ship is assimilated, enemy forces would rather fire upon it than let it fall into Borg hands. Be sure to replenish the crew inside Locutus' cube as well. You can't afford to fly around undermanned; it could cost you a valuable assimilation, or worse, Locutus' life.





**Use Locutus' cube and its holding beam to assimilate these Federation and Breen ships.**

Scout to the west with the cube and a few escorts. Along the southern edge you'll encounter a wormhole. The tunnel leads to the northwest area of the map, and the exit is surrounded by several disruptor platforms. This wormhole leads into the Romulan base. You shouldn't worry about heading inside until you've gathered a large fleet - preferably three or more presets.

Continue west and Locutus will announce the detection of a Federation black-hole survey team. Follow the path to the radar blip and locate the ships. Assimilate them both. One is the powerful nebula class, and you'll have access to its special weapons if you maintain control of the Federation technology center that lies farther to the west.





First things first, however - it's time to get more ships. To the north from your base and around the asteroid belt you'll find a Jem'Hadar battleship guarding a shipyard. Instead of destroying or assimilating the shipyard, milk your discovery for all it's worth. Wait for the Jem'Hadar to build

another ship, then quickly assimilate it and wait for the next one. When finished, destroy the shipyard; you won't have the money to build ships anyhow.

Make sure you pay careful attention to your southeastern base during the mission. The Romulans send over quite a few patrols through the wormhole. You can position ships there to hit them as they enter or wait for them to come into the heart of your base. Again, make an effort to assimilate the Warbirds.

To the west of the Federation black-hole survey team you'll find a science and technology center. Capture the building and gain line of sight momentarily to other Federation structures and ships. Each of these locations contains an important ship discovery, so you should investigate each.

For instance, look in the southwestern corner of the map for a Federation nebula survey team. Assimilate the group, but pay particular attention to the Sovereign-class vessel. Head to the planet above the southwest corner to encounter another nebula survey team. Assimilate the Nebula-class vessel located here.

Around the center of the map, behind a belt of asteroids, you'll encounter a battle between the Breen and the Federation. Bring along a few escorts to occupy the ships while you assimilate them with the holding beam or transport systems. Search the northeast corner of the map for a Klingon and Breen battle. You can also take over the mining station here and gain a small amount of dilithium - enough to help strengthen your fleet a bit more. Finally, explore west from the Klingon outpost to encounter a Ferengi marauder on salvage duty. Assimilate the marauder.

Basically you want to explore the entire map except the north and northwest - this is where the Romulan base lies. To get there, you must travel through the wormhole located along the southern edge of the minimap. When you have amassed a large fleet (at least three presets would be preferable), begin your journey through the wormhole.





## OBJECTIVE #2: ENTER THE WORMHOLE AND CAPTURE THE ROMULAN STARBASE. DESTROY ALL OTHER ROMULAN SHIPS. LOCUTUS MUST SURVIVE.

Make sure all your ships get through and carefully work your way through the Romulan base. Prioritize your targets by hitting the turrets and enemy ships, then worrying about structures. Knock out shipyards and advanced shipyards before moving against the technology centers. Continue east inside the Romulan base and save the starbase for last (although it does fire upon you).

Knock out the turrets surrounding the base and any ships you may have missed. Capturing the starbase is tricky; if you accidentally destroy the Romulan starbase, the mission ends in failure. Use only a few ships to pummel the starbase's shields. Once its shields are lowered, use Locutus' cube and activate the holding beam. Also use the transporter on other nearby Borg ships and start transporting over drones. The starbase contains a lot of Romulan crew, so it will take plenty of drones to capture the station (save your game just before you attempt to capture the station in case you accidentally destroy the base).

Once the base is under your control, it's time to clean up any overlooked Romulan structures or ships. Set your fleet on search and destroy and hunt the map for any remaining Romulan forces. Be sure to look near the wormhole exit, particularly to the east, as a small outpost lies here that might be missed. With the Romulans annihilated, the mission concludes in success.

## MISSION 15 - EXTERMINATION

The mission begins in the Pleiadus Cluster. As you'll soon discover, species 9341 are pests! While you won't face Klingon, Romulan, or Federation ships in the mission, you'll be plenty occupied with the local resident. Species 9341 look somewhat like insects, and they swarm like bees and pester like gnats. And your shields are useless against their weaponry. If your ship is shot, its shields do nothing, and you immediately start losing crew.

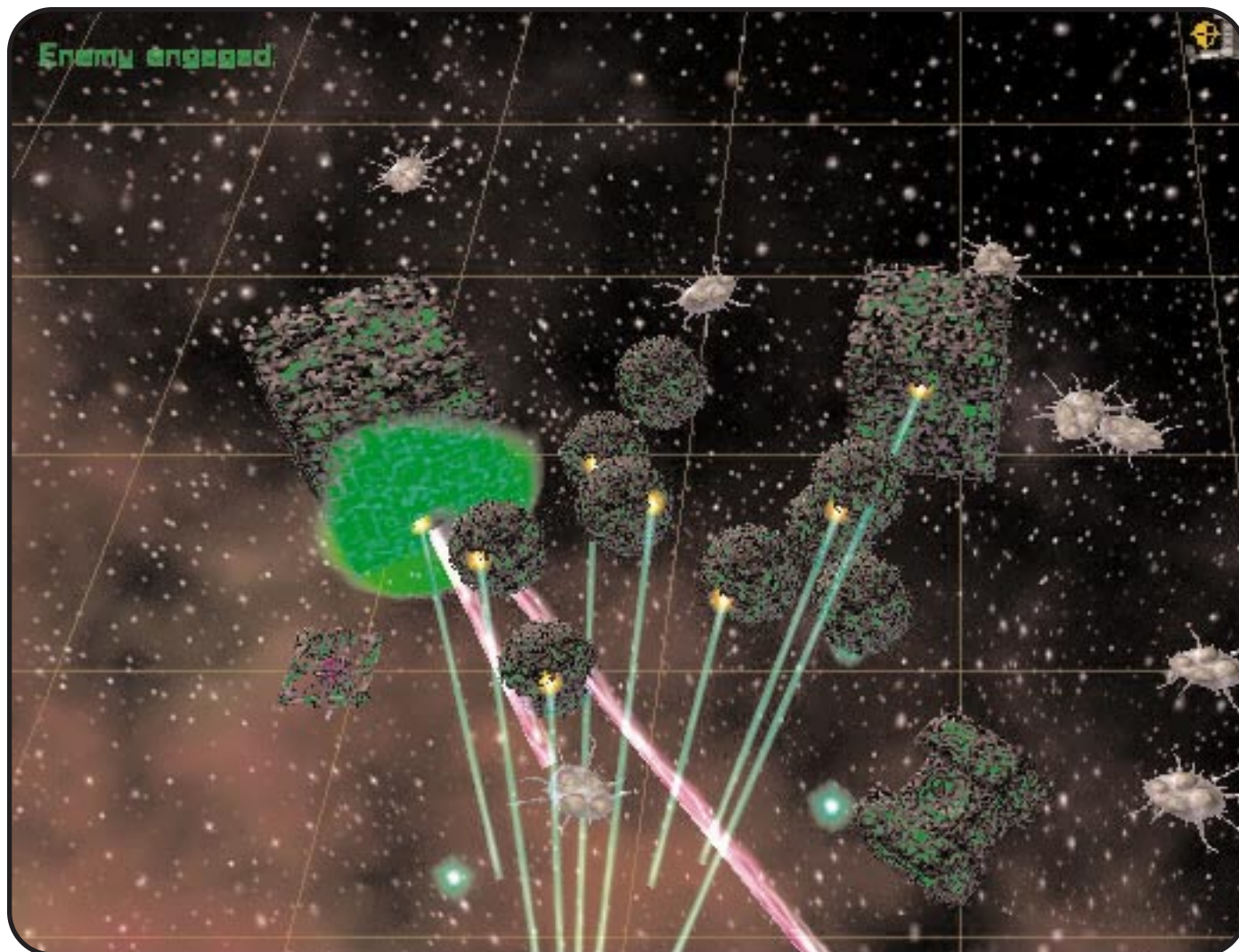
### OBJECTIVE: ELIMINATE ALL ALIEN ENTITIES. BUILD A TRANSWARP GATE.

In fact, that will be your toughest problem during the mission - maintaining crew! Begin the mission by constructing a starbase and a mining station next to the dilithium moon. Build a shipyard and second freighter as soon as possible. You may want to litter your base with defensive platforms to assist you against the swarm that's about to arrive. Once you encounter the first species 9341, they don't let up - ever! They continue to attack throughout the entire mission.





Organize your initial group of ships into an attack group and keep them busy fighting the species 9341 horde. Build a modification center as soon as possible and begin pumping out spheres and interceptors (though you can start the interceptors before the modification center has been built). Once you've gathered a fleet of two to three presets, you should have little trouble in the constant battle with species 9341.



**Species 9341 attacks with unrelenting force - fortunately, they fall rather quickly to a large Borg presence.**

It's unlikely you'll ever have a Borg ship destroyed; however, you can guarantee it by closely monitoring your crew levels. Check your ships often to see which are under 50 percent crew capacity. Send those ships back to the shipyard for repair and recrew, then bring them back out to the battle.





Once you have two to three presets of ships, you should explore south of your base to locate a second dilithium moon guarded by species 9341, including a mother entity positioned just to the west. When you fire upon the mother entity, you're told standard weapons aren't working. Though it takes some time, continue to pound on the mother entity until it's destroyed. Clean up all remaining species 9341 in the area (though they will be back). Send an assembler down to the moon and build another mining station. With two mining stations, you should have at least two freighters working each. Use the dilithium for both ships and to head up the technology tree, by building the advanced assembly matrix and technology node - both are required to build the critical transwarp gate!

With three to four presets of ships, you should have little trouble exploring the map and eliminating any species 9341. Be sure to locate the mother entities as well, and concentrate all firepower on them to annihilate them quickly. Once you have built both the advanced assembly matrix and technology node, begin construction of the transwarp gate.

After the gate has been erected and you clear the mission area of all remaining species 9341 (simply order your ships on search and destroy mode if you can't find them), the mission concludes in success.

## MISSION 16 - THE TWILIGHT HOUR

In the opening cutscene, the Borg destroy the Utopia Planitia shipyards and make their way toward Earth. Orders are to completely wipe out the Federation defense force and assimilate Earth. Be prepared for a long, tough battle against the Federation's last stand. You begin the mission with a small squad of ships (including Locutus' cube) and two assemblers. Unfortunately there's nary a dilithium moon in sight. Do not build your nexus here! Instead, seek out the nearest dilithium moon, which unfortunately isn't close by!

### OBJECTIVE #1: DESTROY THE FEDERATION. LOCUTUS MUST SURVIVE.

Send one assembler to the southwest corner and the second assembler to the southeast corner. You'll locate a dilithium moon in each corner. Trying to defend both moons could pose a problem, especially early in the mission when ships and resources are low. If you don't feel you can hold both, concentrate on one and then expand your empire to include the second.

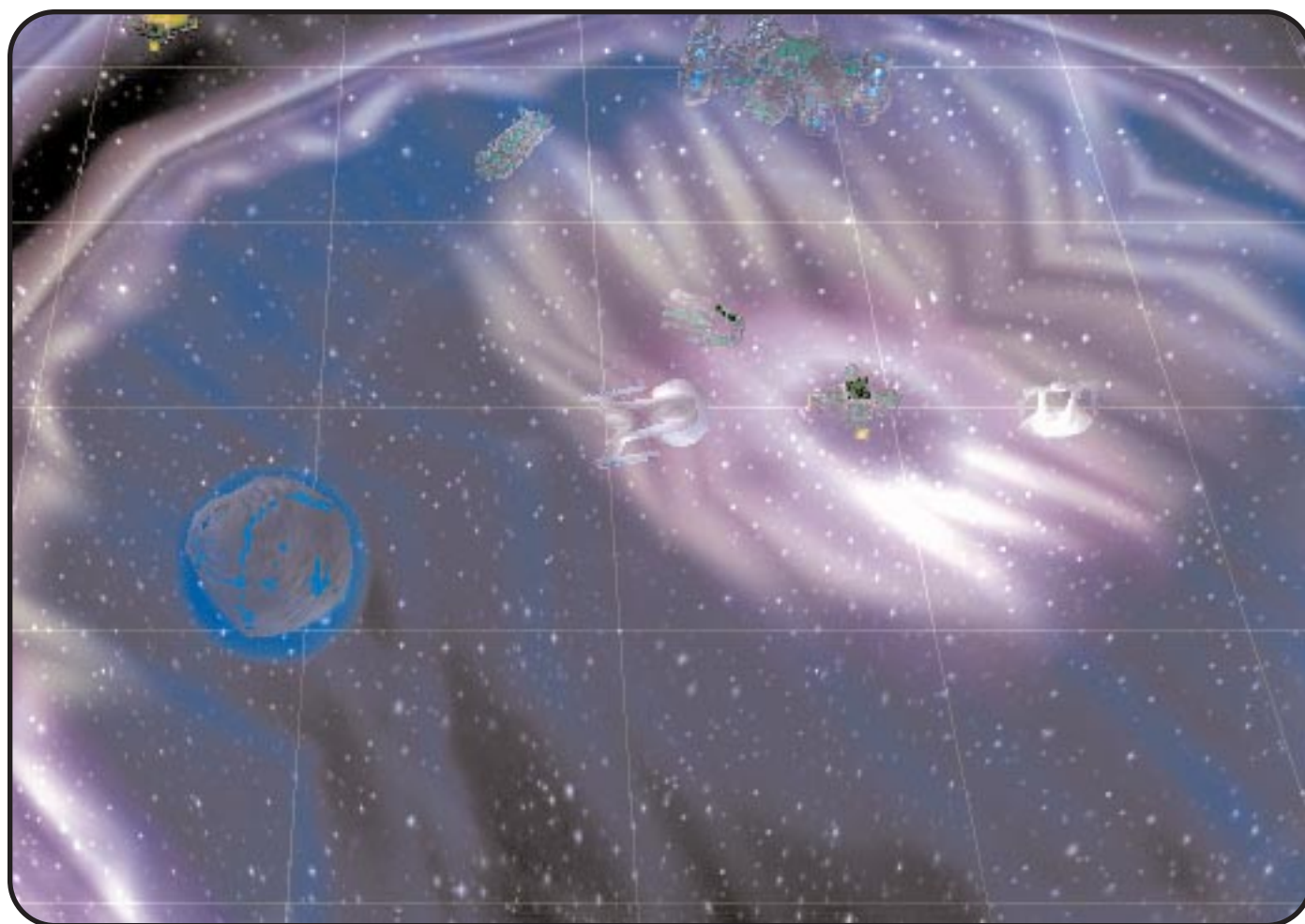
Place the nexus next to the dilithium moon on the southwest side, as it's a bit more inaccessible and easier to defend. Build the mining station next to the moon and construct a second freighter to increase dilithium acquisition. Build the assembly matrix (shipyard) and the modification center





as soon as possible and start creating interceptors, spheres, and assimilators. Don't head up to the advanced assembly matrix until you've amassed an adequate defense force. If you attempt to hold both moons, be sure to defend the one without the nexus with many defensive platforms. You may also want to leave one preset squad of ships over there.

Another problem during the mission is the first few Federation attacks. It's tough to repel the Federation force early in the mission because you lack an adequate defense and supply of ships. To make matters worse, the Federation employs temporal attacks. The Federation can launch a temporal attack on a specific area of space, and anything affected inside the temporal wave stops completely. The Federation ships can then attack the defenseless ships without worry of counterattack.



The Federation's temporal attack stops time and lets the Starfleet starships pummel your defenseless Borg craft.





The best way to avoid the temporal attacks is to keep your ships spread apart, especially upon first engaging the Federation attack. If you possess two presets, engage with one and stay back with the other. If a temporal attack occurs, only one of your fleets should be affected. Engage the Federation fleet with your other ships.

Also, it's important to assimilate at least one of the attacking Federation ships each time they arrive. Concentrate on the Sovereign-class vessels. To assimilate the ship, just use Locutus' holding beam. Once you gain control of the ship, immediately press the repair icon to send it to your shipyard for repair and recrew. Make sure you keep Locutus' cube full of crew. You may have to send Locutus' cube back to base occasionally to build it back to its maximum of 1500.

Continue to battle the Federation and build up a fleet of four to five preset squads (including assimilated Federation vessels). If you have the dilithium, you should build an advanced assembly matrix and begin construction of cubes. The Federation base spans the entire north width of the map. Begin your assault just north of your base on the southwest. Move cautiously up the map, knocking out the phaser and torpedo turrets you encounter. Ships will likely intercept your attack; be wary of the temporal effect!

Target ships and defensive platforms first. If Locutus' cube is well stocked with crew, use the holding beam to assimilate additional Federation ships. When you reach the Federation base to the north, target shipyards first (or the temporal facility) and work your way through the structures going to the east. Blow apart the starbases and work your way through all the Federation ships (even destroying Worf's Avenger). With the bulk of the base destroyed, send ships out to search and destroy and eliminate any remaining vessels or structures.

As the battle comes to a close, the Enterprise escapes through a temporal rift, apparently to go back in time to alter the past and prevent the Borg's victory at Sector 001. In the closing cutscene, the Borg are shown hovering over the now-assimilated planet Earth.

## OMEGA MISSIONS

With the help of the USS Premonition, Captain Picard leads the Enterprise-E back in time to prevent Spock's assimilation at the hands of the Borg. The Klingon and Romulan fleet must assist the Federation and Earth's defense if there's any hope of saving the Alpha Quadrant from the destructive Borg race.



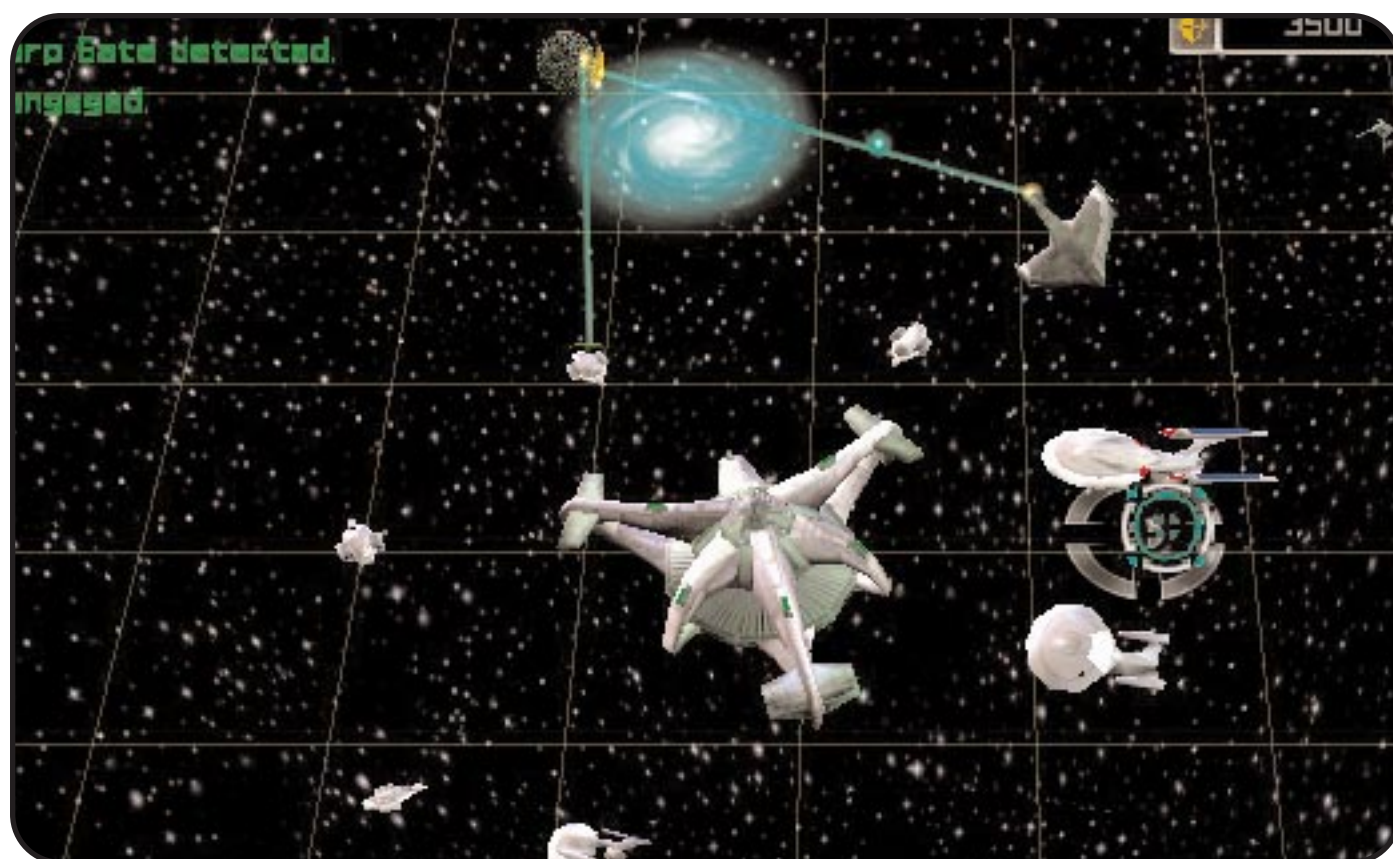


## MISSION 17 - ONCE AND AGAIN

Near the end of the Borg's attack on Earth, the Enterprise traveled back in time, with the help of the Premonition, to before Spock's meeting with the Klingon and Romulan empire. In the other timeline, the Borg attacked Spock's ship and assimilated the ambassador, preventing the truce between the two races and preventing both from assisting the Federation in the Borg battle.

**OBJECTIVE #1: ESCORT SPOCK TO THE ROMULAN STARBASE**  
**SPOCK MUST SURVIVE. THE ENTERPRISE MUST SURVIVE.**

You begin in the southeastern section of the map with a collection of ships (a full preset squad, plus two Nebula-class vessels). Organize your ships into two presets. Also, take notice that your ships are equipped with special weapons, especially the Nebula class. Moments after the mission begins, a transwarp signature is detected. A portal opens and Borg ships enter to attack. Concentrate all fire on the ship. Continue through the open space (avoiding the nebulae on either side) until you're heading to the west.



Reach the Romulan starbase in the northwestern corner of the map.





Borg interceptors appear in the nebulae to the north and south of this small passage. While in the nebulae, you won't be able to see the interceptors or target them. Move away until they emerge, then destroy them. Continue through open space. It's likely you'll encounter more transwarp gates and Borg ships. Eventually you'll reach asteroids to the north, just before the radar blip on the minimap (indicating the Romulan base). Head east through more open space.

You will continue to encounter Borg vessels, but you should never be overwhelmed as long as you continue to move. At the eastern side, turn toward the north and proceed west along the very top of the map. At the northwestern corner you'll arrive at the Romulan starbase.

**OBJECTIVE #2: DESTROY ANY REMAINING BORG.**

**SPOCK MUST SURVIVE. THE ENTERPRISE MUST SURVIVE.**

Once you reach the starbase, you gain control of the two nearby Warbirds - add them to your squadron presets. You can also build a constructor with the starbase and use your limited funds to crank out a few defensive platforms to assist in the station's defense. It's unnecessary, though; your ships should be plenty.

Head east from the base and eliminate any remaining Borg vessels you encounter. If you're having trouble locating the last few, set your fleet on search and destroy. After all Borg ships are destroyed, the mission concludes with Spock's meeting with the Klingon and Romulan empires. A treaty is negotiated, and the timeline is changed. Now the Borg must battle all three factions, but they must hold off the invasion until the Enterprise arrives with the assisting Klingon and Romulan vessels.

## MISSION 18 - A LINE IN THE SAND

In this mission, you play the Federation side in the battle for Earth (the battle can be seen from the Borg perspective in the Twilight Hour mission). The Borg's base covers the entire southern portion of the map. In fact, as soon as the mission begins, the Borg ships are pushing through your perimeter defenses. It's unlikely you'll be able to save the phaser and torpedo turrets that protect the outer reaches of Earth. Instead, locate your combat vessels and organize them into two preset groups.

**OBJECTIVE #1: HOLD OFF THE BORG INVASION UNTIL THE ENTERPRISE ARRIVES.**

**THE AVENGER MUST SURVIVE. THE PREMONITION MUST SURVIVE.**

Worf's Avenger must survive. Consider keeping the fragile Avenger behind the Federation base, snug in the upper corner of the screen. Worf's antimatter mines prove useful, but it's easy





to lose the small Defiant-class vessel in the large-scale battles, and before you know it, the ship has been destroyed and you have to restart. The Premonition also must survive, but its quick-regenerating gemini-effect ability proves useful in the tougher combat situations. Simply monitor the ship often and send it back to the Federation base for repair and recrew as needed.

You also have access to the Federation's temporal effect, which, as last seen in *The Twilight Hour*, can stop time at specific points. Use the ability on groups of Borg vessels, especially attack groups that include Borg cubes, then use your preset groups to pick off the stuck Borg ships.



Be sure to have at least two freighters for each dilithium moon.





Collect your ships (placing the Avenger safe behind your base) and eliminate the Borg attack groups one at a time. Meanwhile, select your shipyards (both regular and advanced) and begin churning out Akira and Sovereign-class starships. Use your starbase and build an additional three dilithium freighters, then send each one to the three moons the Federation is currently harvesting. You may also wish to build another starbase to keep crew levels high and increasing at a fast rate. Build the starbase early while you have the dilithium and crew levels high so you don't have to wait for them to rise later in the level.

Make sure you are including each new Akira and Sovereign in your preset attack groups. If you have the time, use your constructors to rebuild lost phaser and torpedo turrets. Repelling these Borg attacks requires that you constantly build ships and take care to always add new vessels to the preset attack groups. Make sure no vessels are staying behind (except for the aforementioned delicate Avenger).

After a while, the Enterprise will return with Romulan and Klingon ships, including Sela's Warbird and Martok's Negh'Var.

**OBJECTIVE #2: DESTROY ALL BORG IN THIS SECTOR. THE AVENGER MUST SURVIVE. THE ENTERPRISE MUST SURVIVE. SELA'S Warbird MUST SURVIVE. MARTOK'S NEGH'VAR MUST SURVIVE. THE PREMONITION MUST SURVIVE.**

With the Enterprise back and the Romulans and Klingons assisting, it's time to clean out the remaining Borg. Locate the Enterprise and reinforcements to the eastern side of the screen. Add them to your present groups and form your fleet into one large attack armada (position your fleet in the center of the map). Intercept any Borg attack with your attack armada and continue to build new ships in preparation for your final assault.

Six to eight preset groups should be sufficient to annihilate the remaining Borg vessels. Though it may seem like overkill, it's best to be safe than sorry. It's much better to spend the time to build up your fleet to near unbeatable levels than to attack too early and suffer a mission failure.

Begin your attack by moving your preset groups down the western or eastern side. Move slowly through the Borg base and attack defensive platforms and enemy ships first. Attack the structures until all hostile threats are eliminated. Monitor the status of your critical ships (though all but the Avenger should easily survive the battle) and send any highly damaged vessels back to the Federation base for repair.





Continue to move along the southern edge, blowing apart all Borg presence. At some point you'll encounter Locutus' cube. Concentrate all firepower on the large vessel. Once you knock its shields down, Locutus activates a transwarp gate and escapes the mission area. Ignore his vessel and continue through the remaining Borg. Obliterate all presence on the southern edge of the map. If the mission doesn't end, set your attack groups on search and destroy to hunt down any remaining or hidden Borg ships or structures.

## MISSION 19 - THE ALPHA AND THE OMEGA, PART 1

The combined Federation, Klingon, and Romulan fleet arrives in the Pleiadus System to take control of the transwarp gate in the area in hopes of eliminating the Borg incursion into the Alpha Quadrant and finding a way into the heart of Borg space. For the mission, you're provided with a construction ship from each race. You don't need to build a starbase for each race in order to begin an ascent up each tech tree.

**OBJECTIVE #1: DESTROY THE BORG CONTROL CENTER.**

**CAPTURE THE TRANSWARP GATE. DO NOT DESTROY THE TRANSWARP GATE.**

There are many dilithium moons on the map, and you can start accumulating dilithium with amazing speed if you control them all. Upon entering the mission, head straight north and begin with the two dilithium moons there. Construct a starbase (any race type) and mining stations for each moon (again, any race type will do). Use the starbase to build two more freighters, one for each moon.

Though you should probably build a shipyard for each race, it's probably too expensive to try to reach the upper levels of each tech tree (at least initially). Instead, concentrate on the better ships of two races (any will do) by building technology centers for the two races and then the advanced shipyard.

Attacks from the Borg come from all sides, primarily from the north and southwest. Keep your armada organized into preset groups and repel all the Borg attacks. As soon as you have acquired a sufficient defense force (two to three organized groups), begin your base expansion by seeking out more dilithium moons to the north and west. Be sure to defend each, and always have at least two freighters working each moon. You'll likely face opposition when trying to secure these moons. Take care with the western moon, particularly the one near the black hole.





The construction of ships and the constant need for repair and recrew will tax your crew levels. Make sure you save up enough dilithium and crew to build a second, and perhaps even a third, starbase. With three active starbases, you should have little trouble keeping up with the demand.

With a large armada assembled, begin your exploration and destruction of the Borg fleet. If you happen to encounter the transwarp gate, don't attack the structure. Instead, concentrate your force on the other Borg ships, defensive platforms, and structures. Seek out the Borg nexus stations and eliminate them. Once the control center, located in the middle of the minimap, is down, you're told to make a move against the transwarp gate.

### OBJECTIVE #2: CAPTURE THE TRANSWARP GATE.

Be very careful when attempting to capture the transwarp gate. Don't send your entire fleet against the structure; instead, move your fleet against any remaining Borg ships or structures, and use only a few against the transwarp gate. In fact, if available, use Klingon commando teams to knock down the transwarp gate's crew levels. Or simply knock out the transwarp gate's shields, then use your ships to transfer over crew and capture the station. Stand down (press the stand down icon on the menu bar so you ships won't move or attack) any other ships near the gate so you don't accidentally blow apart the structure as you attempt to capture it.



Capturing the transwarp gate is only half the battle - now you must use its power against the vengeful Borg!





### OBJECTIVE #3: KEEP THE TRANSWARP GATE ALIVE FOR TEN MINUTES.

With the transwarp gate under Federation control, Captain Picard announces that you must keep the transwarp gate intact for ten minutes until reinforcements arrive. Use your construction ships to build phaser, disruptor, and torpedo platforms around the gate. Ignore any attacks to your other bases, including your main base in the southeast section of the map. If you leave four to six ships down there, you shouldn't have trouble keeping that base intact.

Keep your fleet around the transwarp gate, as attacks arrive from both the west and east. Captain Picard will count down each minute. Continue building turrets and using your ships to defeat any Borg attackers. Position some ships next to the gate and be prepared to use their transporter systems if the gate loses any crew members. Once the countdown completes, the mission concludes in success.

## MISSION 20 - THE ALPHA AND THE OMEGA, PART 2

The mission opens with Captain Picard, the Enterprise, and the other hero vessels entering Unimatrix 001 and Borg space. Here they immediately encounter Locutus' cube.

### OBJECTIVE #1:

LOCUTUS INTENDS TO DESTROY PICARD AT ANY COST. PROTECT THE ENTERPRISE.

After a brief conversation, Locutus attacks with the intention of destroying Captain Picard and the Enterprise. Instead of returning fire, retreat your vessels back to the transwarp gate located to the south. Moments after the battle begins, you're told to retreat your vessels back to the gate. Start as soon as you gain control to stay ahead of the mission objectives.

OBJECTIVE #2: RETREAT THROUGH THE TRANSWARP GATE BEFORE THE BORG CAN DESTROY IT. THE ENTERPRISE MUST SURVIVE. SELA'S WARBIRO MUST SURVIVE. MARTOK'S NEG'HVAR MUST SURVIVE.

When given the order, move your ships back to the transwarp gate (located to the south) and send the Enterprise and fellow hero crafts through. Though you will likely take a beating from Locutus and the other cubes, don't bother to attempt an attack. Simply charge through the transwarp gate to complete the objective. Once through, you'll spot Worf's Avenger and a small fleet of Klingon and Romulan ships entering Borg space. Captain Picard created a diversion; it's up to Worf and the small fleet to complete the next step of the mission.





**OBJECTIVE #3: CAPTURE A BORG CONSTRUCTION SHIP.  
BUILD A TRANSWARP GATE. THE AVENGER MUST SURVIVE.**

Once Worf's Avenger and the small Klingon and Romulan support fleet enter, you are ordered to capture a Borg assembler and build a transwarp gate so the Enterprise and others can rejoin the battle effort. You begin at the southern portion of the minimap. Spot the radar blips on the minimap, located on the southwestern and southeastern corners - these represent the Borg assemblers. Though you can acquire either, it's easiest to head toward the southeastern corner.

Instead of heading directly to the radar blip, hug the southern wall of the minimap. This lets you avoid the defensive platforms and the small group of ships that protect the area. Cruise to the southeastern corner, below these enemy units, and spot the assembler. Once you engage the assembler, expect the nearby Borg units to attack. Assault the assembler with the Avenger only and use the other Klingon and Romulan units to engage any Borg defenders. After the assembler's shields go down, begin transporting crew over to capture the vessel. You may have to knock down the Borg crew with standard weaponry before using troops.

Upon gaining control of the assembler, select the Borg ship and choose build. You only have a single option: the transwarp gate. Select a position for the gate and begin construction. Once it's complete, the objective has been met, and the Enterprise, Sela's Warbird, Martok's Negh'Var, and several construction ships arrive.

**OBJECTIVE #4: LOCATE AND DESTROY THE OMEGA CONTAINMENT FACILITY. PROTECT THE TRANSWARP GATE, AS IT'S THE ONLY MEANS OF ESCAPE. THE ENTERPRISE MUST SURVIVE. SELA'S WARBIRD MUST SURVIVE. MARTOK'S NEG'H'VAR MUST SURVIVE. THE AVENGER MUST SURVIVE.**

Begin construction of your base. Once again you have construction ships from each race, but it doesn't really matter which you begin with. Build a starbase and start harvesting the nearby dilithium moons. Attempt to capture the Borg collector and mining station. If you can capture the station, you can get momentary line of sight on the Borg structures - very useful in locating the available dilithium moons and discovering the Borg defenses. Be sure to have at least two freighters working on each moon.

The most important aspect of this mission is to not spread yourself too thin. Don't attempt to accelerate high up the technology tree or build additional starbases too early. Instead, crank out two shipyards (of a single race) and a technology center to get access to the stronger ships. For instance, build two Federation shipyards and the science center. Immediately start constructing





as many Akira-class vessels as you can pump out. Organize your ships into preset attack groups. Consider placing the fragile Avenger at the back of your base; it's a very delicate ship, and if it's destroyed, the mission ends in failure.

#### OBJECTIVE #5: DESTROY THE BORG NEXUS GENERATORS.

Not long after the mission begins, it's revealed that powerful shields protect the omega containment facility. To knock out the shields, you must destroy two Borg nexus generators located in the northeast corner and eastern sections of the minimap.

Concentrate on building your force. As stated previously, don't attempt expansion too early. Don't worry about the other dilithium moons until you can adequately defend your base against the relentless attack to come. Sensors will detect transwarp signatures; expect a fierce attack soon after. Blow apart cubes and diamonds first, then worry about the other ship types. Maintain a close eye on your vessels and send any damaged ships back to the shipyards for repair and recrew.

If you attempt to hold an additional dilithium moon (such as the one in the southwestern corner) while trying to hold off these attacks, it will be tough but not impossible. As soon as you can adequately hold the southeastern fort, expand to the dilithium moon there. You can use the Borg's transwarp gate to send your fleet quickly to that location to eliminate any defenses. Use a constructor to build a mining station, followed by several defensive platforms. Make sure your fleet returns to your southeastern base. Your base is highly vulnerable to attack if you aren't there.

As your money increases and you are able to hold off the Borg attack, construct an advanced shipyard and additional starbases. Begin construction of better ships, such as the Federation Sovereign class, and research any special weapons you use frequently.

As stated, you can use the Borg transwarp gate to instantly send ships up to the nexus generators, but it's just as easy to move your armada through Borg space and take out the small outposts first, especially those surrounding the important dilithium moons.

With about five to six preset fleets at your disposal, it's time to move and attack. As always, move slowly through the map and take out Borg ships and defensive platforms first, then attack any structures. Take one outpost at a time and send any damaged ships back for repair. Keep ship production high and add any new ships to your current preset groups (or create a new group).

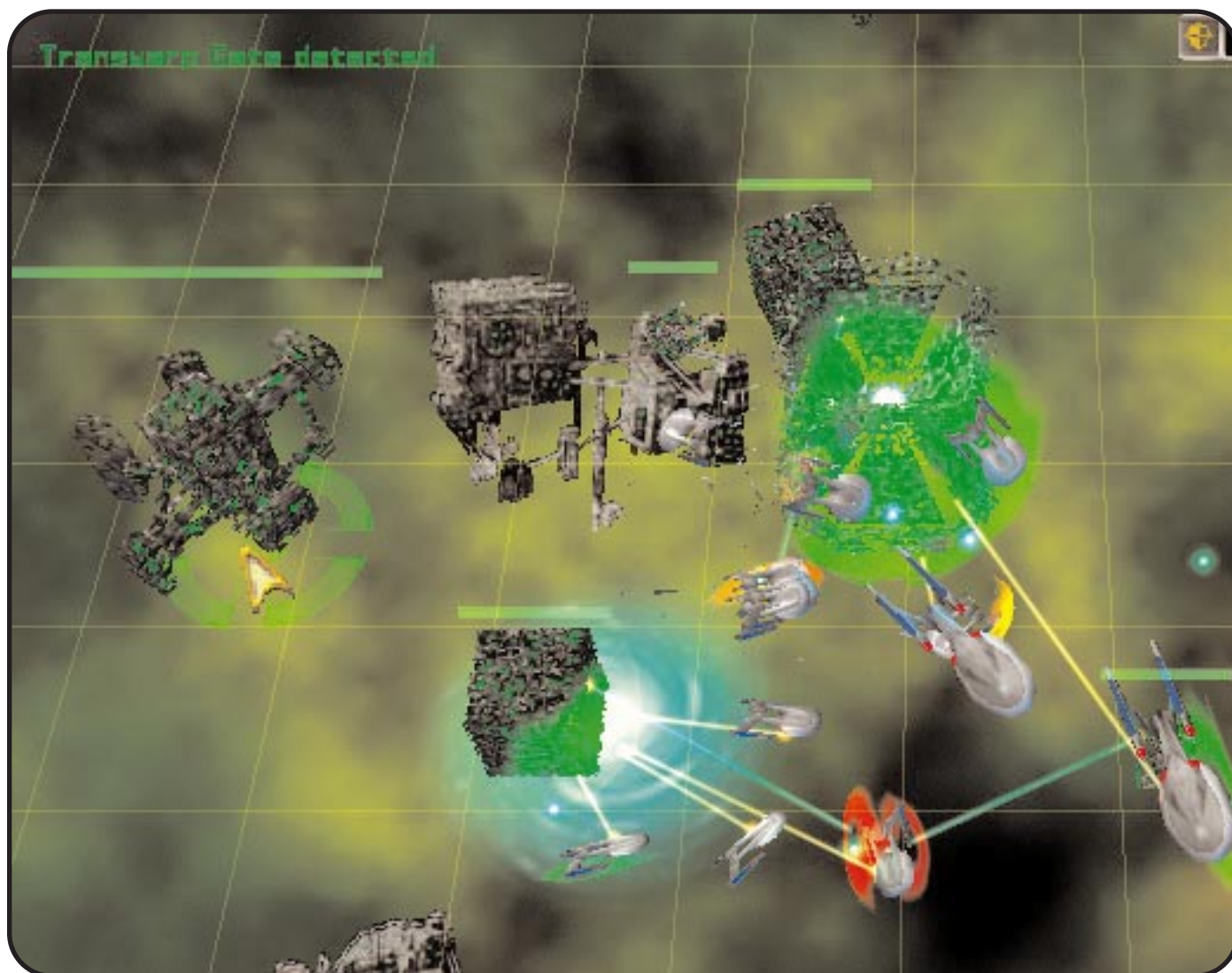




Don't bother approaching the omega containment facility. Destroy everything on the map, including the two nexus generators, before bothering with the containment area, which lies to the far north edge of the minimap.

You'll find Locutus' cube in the very middle of the minimap, protecting a dilithium mining station adjacent to a purple moon. Destroying Locutus' cube activates a cutscene of his death - though something does sneak through a time portal!

Annihilate everything on the map, and then it's time to finish off the Borg.



The omega containment facility lies at the northern edge of the minimap - use the transwarp gate to warp inside the dangerous nebulae that surrounds the outpost.





## OBJECTIVE #6: LAUNCH A DIRECT ASSAULT AGAINST THE OMEGA CONTAINMENT FACILITY AND DESTROY IT.

A dangerous nebulae surrounds the omega containment facility. In fact, the combination of blue and yellow nebulae is a dangerous one. The blue nebula deactivates weapons and shields, while the yellow nebula kills off your crew. Don't attempt to fly inside. Instead, use the Borg transwarp gate to usher your fleet beyond the nebulae and adjacent to the containment facility.

Upon arrival you'll be attacked by several Borg cubes and a few nexus starbases. Destroy the cubes first, then the starbases, and finally any defensive platforms. Concentrate all firepower on the omega containment facility. Once it's destroyed, the mission and game end in success.

Watch the final cutscene, where the Premonition saves the current timeline once again by assisting the Enterprise nearly 11 years ago. The Borg sphere seen vanishing through a time portal after Locutus' death went back in time to destroy Captain Picard. The Premonition prevents this from happening, and the real timeline is preserved.



# CHAPTER 6

## Cheat Codes

Saving the Alpha Quadrant from the Borg invasion proves a daunting task, even for veteran real-time-strategy fanatics. Should you have trouble completing any mission, whether it's part of the Federation, Klingon, Romulan, Borg, or end-game campaign, use the following cheat codes to assist you in your victory efforts.

Keep in mind that these codes will unbalance the game and make Star Trek: Armada extremely easy to complete. Use the cheat codes in extreme emergencies only.

To activate the cheat codes, press the Enter key during gameplay and type in the following:

### kobayashimaru

This cheat code completes your current mission with success and moves you back to the main menu. At the main menu, select your current campaign, and you'll find the next mission automatically unlocked. In essence, this code warps you ahead to the next mission.

### showmethemoney

Running low on dilithium? Simply type in this code to receive instant dilithium in your mining facilities. It's perfect for when you need some extra funds to construct a new advanced structure or more vessels.

### canofwhoopass

This code increases your maximum number of officers. The code reduces the need to either upgrade or build additional starbases in order to build more units and structures.



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